Book of Secrets

DISCORD
https://discord.me/taintedgrailtts

1

Snow covers the valley. Snowdrifts as high as a horse have gathered under feet of guardian monuments flanking the passage. Fighting a fierce wind, a lone figure rides, armor gleaming in the gray, tired sun.

The man stops at the mouth of the valley, where Tuathan should end, and the realm of man should begin. But now, both seem the same. Snow and ice bury the plains; a desolation where wisps of wyrdness float slowly in the wind.

The man raises his great helm, revealing the surprised face of a young knight. This is not what he expected. This is not his Avalon! He tries to go back, but clouds of wyrdness quickly fill the valley behind him.

Then, Lancelot of the Lake, the first of his name, the right hand of Arthur, gently pats his horse and rides out into the broken expanses.

The End. For now...

2

While you were busy recovering the Grail and clawing your way through Tuathan, the war in the west has ripened and bore bloodied fruit. After a series of betrayals and battles, Mordred bested his opponents. Crow's Nest is now the sole standing city outside of Kamelot, with Timberwall razed, and Farshire obliterated.

Gain parts 2 and 3 of the "**Lost and Fallen**" status.

Hint: There are other possible outcomes of the war in the west, but to see them, you must get involved in the conflict in your next Campaign.

Go to Verse 5.

3

Orrin leans closer and says in a hushed tone:

"What I'm about to tell you is a secret, known only to the lineage of Merlin's apprentices. The guardian menhirs are not what you – and other people of Avalon – believe they are. Arthur and Merlin didn't create them. They only adapted them to a different purpose.

"Initially, these statues were a place of worship. You see, Fore-dwellers believe that when they die, depending on the judgment passed by their gods, they either ascend to the higher plane of existence beyond the stars or descend to the lower one. This cold, unmoving hell lacks the grace of wyrdness – a place that takes their third eye, as well as two of their arms; where they lead short, painful lives with little chance of ever reincarnating into higher beings.

"That would be our world.

"The menhirs allowed the Fore-dwellers to peer into this hell and commune with their dead. Merlin found a way to enhance the powers of these statues and extend their range, bringing the laws of our world to the entire vicinity of the menhir. In the end, he planned to create guardian statues of his own, but his death cut the plans short. But I have his notes. It's a longshot, but maybe we could build something to help you travel through the Wyrdness..."

If you **don't have** the "**Riddle of the Oldsteel**" status, gain it.

If there's only one Character in play, Orrin gives you a pack animal to help you gather the necessary materials – gain the "**Riding Donkey**" item card, if you **don't have** it yet.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw **Chapter 10** Setup card and follow its instructions to begin the next Chapter!

5

If you **don't have** the "**Reclamation**" status, go to Verse 9. If you **have** this status, read on:

"We see worrying activity in Tuathan," Orrin says. "There are more and more Fore-dweller sightings. The incursions of wyrdness are longer and deeper, and many seem to target human settlements specifically. Let's not mince words – Tuathan is invading, and we're too weak to stop it."

Each Character gains 1 . Go to Verse 9

7

In the coming days, you regain your strength. The journey into Tuathan, and the events within, left scars you doubt will ever heal, but Orrin is satisfied with your recovery. You have plenty of time to talk. Thanks to him, you've learned you were out of the human world for almost a month. In the meantime, a lot has happened.

If you **don't have** any part of the "**Lost and Fallen**" status, go to Verse 2.

Otherwise, go to Verse 5.

9

"There's something more," Orrin says in the end. "When you were lying here, messengers came carrying these."

He handles you three scrolls with broken seals and ignores your frown.

The first message is from Cuanacht. Your people are on the edge of extinction. They beg you to return and help them. The other comes from Kamelot, where your presence is urgently requested. And this is from a city in the west. They have a lucrative offer for you.

"Unfortunately," Orrin says, "you won't be able to travel to any of these places. Too many menhirs are broken, too much of the land sank into wyrdness. Unless..."

Remove Location cards **101**, **106**, **113**, and **190** from the game and mark them as "**Removed**" on your Save Sheet. Remember to look at Legacy Location numbers of other cards when you find a Direction Key pointing to any these removed Locations (see: "Locations" in the Rulebook).

If you **have** the "**True Grail**" Secret card (**7**), the news of the Grail's reappearance has already spread far and wide, causing many powers to recommence their hunt – gain Secret Card **42**.

Hint: Depending on your previous actions, one or two of the western cities are by now destroyed – you can continue the stories only of those that survived. You can, however, always find the next quest in your hometown or Kamelot.

Now, go to Verse 3.

13

You don't know why this ancient monstrosity picked you as its target, but you know it won't rest until you're dead. Your mission just got that much harder.

Gain the "**Hunted**" Secret card (**13**). Place a Dial with a Quest Token on it and set it to 1.

From now on, a relentless pursuer chases you. Refer to the following rules for more details.

Hunted! Rules

From now on, at each Start of the Day move the Fore-dweller model one connected Location in the direction of the closest Character.

If there are several paths of equal length or several Characters within the same range, the Fore-Dweller takes a path that goes through connected Location with the lowest Location Numbers.

When any Character ends up in the same Location as the Fore-dweller:

- Draw and resolve the "**Fore-dweller**" purple Encounter (Difficulty 4).
  - If the Quest Dial on the "**Hunted**" Secret card (**13**) is at 3, the Encounter gains the following Trait:
    - Each Character can play up to 3 cards during their Activation.
  - If the Quest Dial on the "**Hunted**" Secret card (**13**) is at 4, the Encounter gains the following Traits:
    - Each Character can play up to 3 cards during their Activation.
    - Each Character Panics during the whole Encounter, regardless of their .
- If the Quest Dial on the "**Hunted**" Secret card (**13**) is at 5, the Encounter gains the following Traits:
  - Each Character can play up to 2 cards during their Activation.
  - Each Character Panics during the whole Encounter, regardless of their .
- If you win the Encounter, go to Verse 14.
- If you fail or Escape, each Party member loses 1 in addition to the cost of Escaping Combat or any other losses suffered in the Encounter. Then, move your Character to any connected Location.
- If the Fore-dweller's Location disappears, place his model and a Time Dial on the side of your play space. Set the Time Dial to 2. Once it runs out, place the Fore-dweller on the lowest-numbered Location revealed on the table.
- Any Encounters with other Fore-dwellers you might draw from the purple Encounter deck do not change the preceding rules!

Now, continue the game.

14

You have defeated your enemy – for now...

Place the Fore-dweller model and a Time Dial on the side of your play space. Set the Time Dial to 3. Once the Dial runs out, place the Fore-dweller on the lowest-numbered Location revealed on the table.

If you win, increase the Quest Dial on the "**Hunted**" Secret card (**13**), unless it is already at 8.

If the Quest Dial on the "**Hunted**" Secret card shows one of the following values, check its corresponding Verses:

3 – go to Verse 230.

4 – go to Verse 247.

5 – go to Verse 270.

Otherwise, continue the game.

24

Morgaine does not linger to see the end of the combat. As you overpower her creation, she weaves a spell and disappears.

You're alone with your king. Arthur steps to the side, pointing once more to Excalibur, its hilt now covered with your blood. You grab it once more. This time the painful sensation is familiar – just like the exhilaration washing over you as the sword begins to shift. You draw it from the stone and raise it upwards. Immediately, the citadel slowly melts, stones bending and running like wax left too near a flame. Arthur gestures toward the exit. It is time for you to go. You look at him one last time – a titan ravaged by endless cycles of death and rebirth – and you know he will not follow.

The Character marked with Quest token loses 2 and gains the "**Excalibur**" Secret card (**78**). Discard this quest token. Each Character gains 5 **Exp**. Go to Verse 610.

35

With both the Round Table and his enemies out of the picture, Mordred has gathered incredible power and the largest army of Avalon. To feed this army, he now needs slaves for his growing empire. There's one particularly defenseless town that seems a prime target: Cuanacht.

Mordred demands you lead his troops there and help capture the people of your hometown.

- **Refuse** – Exploration ends.
- **Accept** – go to Verse 36.

36

Mordred grants you a retinue of his best soldiers, who discreetly follow you and wait for your sign.

New Task: Visit Broken Cuanacht (**121**) and decide whether you want to fulfill the promise made to your ally.

Exploration ends.

40

If you **have** the "**Shelter in the Storm**" status, go to Verse 45.

Otherwise, attach the Orrin's Resolve card (**180**) to your current Tuathan card and move all Characters there. Exploration ends.

43

A hissing cat materializes on the plate between cauldrons. It jumps into your arms and starts purring.

Discard used resources and gain a Feral Cat item card. If one of the players already has this card, gain 2 **Food** instead. Gain 1 Quest Token. Exploration ends.

45

The wyrdstone spires and orange rocks around you seem familiar. You feel you've been here before. You search around and find a set of your own tracks. Your heart races as you realize this is the place where you discovered Orrin's hideout. Hoping for a respite from the wyrdness, you decide to look for it.

After a while, you locate the place where it once stood. There are even the holes in the ground matching the location of pillars supporting the platform. However, the platform itself seems to have moved. You scream in helpless rage and disappointment.

If you **have** Secret card **3**, go to Verse 50.

Otherwise, attach a new random Tuathan Location card and move your Characters there. Exploration ends.

47

Suddenly many loaves of bread appear on a plate. They are stale but edible.

Discard used resources and gain 4 **Food**. Gain 1 Quest Token. Exploration ends.

50

Suddenly, you remember about the Fore-dweller mask in your bag. Led by instinct, you take it out and put it against your face. At first, nothing changes – your two eyes see the wyrdness just as they did before. Then, a strange feeling engulfs you, as if there was another point of view, high on your forehead, allowing you to see the wyrdness for what it truly is; not the mist, but a tangleweb of endless possibilities. You reach out and locate the platform.

Fortunately, it didn't run far.

Attach the Orrin's Resolve card (**180**) to your current Tuathan card and move all Characters there. Exploration ends.

55

Attach the Heart of Tuathan Location card (**185**) to your current Tuathan card and move all Characters there. Each Character gains 2 **Exp**. Exploration ends.

63

A shining object falls from the sky and crashes into the plate.

Discard used resources and gain the "**Runic Sword**" Item card. If one of the players already has this card, gain one random non-Craftable Item with a Weapon keyword. Gain 1 Quest Token. Exploration ends.

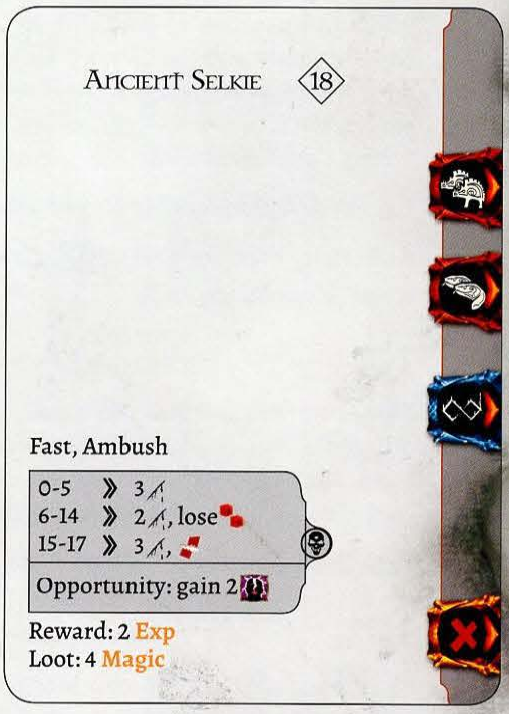
65

You remind her that overconfidence is a slow and insidious killer, bidding her farewell. She thanks you for your advice and your kind words. Then, she departs for another place in need of her help. Seeing her so eager fills you with determination.

Each Party member loses all , gains 1 **Rep** and 3 **Exp**. Exploration ends.

66

If you win, gain 1 Quest Token. Exploration ends.



67

A human child made of gold appears on the plate. Its skin is melting, it tries to speak, but liquid gold floods his mouth. Then, it vanishes with a shrill noise.

Discard used resources. Each Party member gains 3 . Gain 1 Quest Token. Exploration ends.

71

Attach the Heart of Tuathan Location card (**185**) to your current Tuathan card and move all Characters there. Each Character gains 2 Exp. Exploration ends.

79

You ask the village chiefs to bring you the ancient parchments. You read both documents aloud and point to differences between them. Then you change the topic to their beautiful, distinct cultures and traditions. It would be a shame if one of them perished – not to mention the trade keeping both settlements alive.

Then, you go back to the written agreement and suggest they rewrite it. The menhir could stand directly between both settlements, and its protective aura would spread over both. It won't be perfect, but it is the only honorable solution. A loud discussion follows, but you know you have convinced them.

Each Party member gains 4 Exp.

Gain part 2 of the "**Traveling Menhir**" status. Exploration ends.

85

One of the walls collapsed not long ago. There are small footprints in the layers of dust. You feel a prick of anxiety and carefully approach the debris. Your fear is well-founded – you see a grayish arm covered in blood sticking out from under the stones. You clear some of the rubble, revealing the massacred face of Cosuil. Poor girl...

You can do nothing else but bury her and leave this horrible place.

Each Party member gains 2 . Gain part 5 of the "**Cosuil**" status. Exploration ends.

101

Things start to fall into place now. Whatever the first expedition did, they awoke something ancient that kept hunting them, just as it now tracks you. But why? What have you done to deserve this? And can you do anything to stop this pursuit?

Each Party member gains 1 and 1 Exp. Exploration ends.

102

Sum up your and (only **Maggot's** Attribute levels count, even in a Party). Add +1 for each 5 points of **Maggot's** Rep. Then, check the result:

0-1 – *You only enrage them further.* Resolve the "**Angry Mob**" gray Encounter (Difficulty 4).

2-3 – *You are beaten and escorted out of the Moonring.* Each Party member loses 2 and moves to the lowest-numbered revealed Location connected to Moonring

4+ – *They embrace you as their prodigal son.* If you **don't have** the "**Maggot's Redemption**" status, each Character gains 2 Exp. Then, gain the "**Maggot's Redemption**" status. Exploration ends.

107

You speak about the differences and similarities of both communities – a need for a peaceful solution to this problem. But they stop listening after a while. Then, the village chiefs start yelling. You try to intervene, but some angry youngsters pull you back. The heated discussion turns into a small fight that you barely manage to stop.

When you return to the village, you see the Falfuarans gathering in the gully, encouraging one another to fight. It will be a slaughter! The Bundorcans have half their numbers!

- **Try to stop them** – resolve the "**Angry Mob**" gray Encounter (Difficulty 4). If you win (or the enemy Runs Away), you manage to scatter the crowd, go to Verse 330. If you lose or Escape, go to Verse 439.
- **You cannot do anything about it** – go to Verse 439.

111

Deformed fingers dig into your skin. Bodies push from all sides, nearly crushing your ribs. Charred lips whisper into your ears. The pain is immense, but after a while, you understand – they are not looking to punish you. They want to pass on the knowledge lost with them.

Each Party member loses 1 and gains 1 Exp. Gain Secret card **11**, if you don't have it yet. Gain the "**Charred Knowledge**" status.

CONGRATULATIONS! You've completed your first Quest. You now know how to wake the ancient Menhirs! When you finish a Quest, make sure to always follow the instructions in the "**Success**" section of your Quest card.

New Task: Get to a Location with a Menhir icon and activate its Menhir before your time runs out!

Exploration ends.

112

CONGRATULATIONS! You've chosen your ally in the War for Avalon and completed your current Chapter!

Gain part 2 of the "**War for Avalon**" status. Each Party member gains 1 Exp and 1 Wealth.

If you are not playing **Chapter 3B**: discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 3B** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

113

Next morning, the person you were supposed to sign your deal with is found dead. You pick another offer – and this time the man mysteriously disappears just an hour later. All over the fair, people give you strange looks. They say you bring misfortune to anyone who deals with you.

You visit a traveling oracle to check whether you've been cursed. As she peers into your future, her eyes widen, and blood trickles down her nose.

"You have a frightening destiny. Grand and frightening at the same time. Woe to anyone who tries to step in its way."

Gain the "**Deal Breaker**" status, 3 Exp and part 1 of the "**Burning Mystery**" status. Exploration ends.

114

Though this place is alien and terrifying, it reminds you of something. The symbols and the wyrdstone filaments are almost familiar. Suddenly, everything clicks together. The entire room resembles the interior of a giant guardian menhir. In fact, the whole visage seems to have been based on the same principle as the statues. But how is that possible, if Arthur raised the menhirs? The Serene Visage certainly predates him!

You leave this question for another time. For now, you're happy with the knowledge that you can rekindle this menhir with little trouble.

Choose one:

- **Activate the Menhir** – Requires all Characters and the "**Menhir Rites**" Secret card (**11**). Pay 2, 1 Food and 1 Magic (per player): put a new Menhir model on this Location and set its Dial to **6** (1-2 players), **5** (3 players) or **4** (4 players).
- **Leave** – Exploration ends.

116

The corridor leads into a bigger cavern with an enormous sculpture of a coiled wyrm. Was someone worshipping this beast? Then, you notice the statue moving, and you shiver. Is this thing alive? You start retreating, but then see the bodies the wyrm dragged into its lair, among them Erfyr. You sneak to his corpse and search it, finding only a blood-soaked, barely readable message from Neante

"Lancelot's plan worked. Morgaine doesn't seem to be aware we handed her a forgery. Still, we can't keep the true Grail so close to her. That's why tomorrow I'm heading out – Lancelot wouldn't even tell me where."

You've completed a Quest! Each Character gains 2 Exp. Discard all cards from the Quest pile. Find and resolve Part 5 in the Event deck. Don't change the structure of the rest of the Event deck.

Exploration ends.

117

The pyre is set alight. The mourners stand in silence for a long while. Then, the master of the ceremony directs them to nearby tents for a traditional funeral meal accompanied by stories about the deceased.

You listen to minstrels singing sadly about the exploits of Bors, and you can't help but notice they mostly describe the actions of previous Borses. While the first to carry this name fought Fore-dwellers, wyrms, giants, and helped forge an empire, the last died on the muddy battlefield of a pitiful local feud. You realize the Order of the Round Table must rise again – or fall into oblivion.

Gain part 2 of the "**Fall of Chivalry**" and part 2 of the "**Restoring the Order**" status. Gain the "**Cold Pyre**" status. Then, decide how you want to use your time during the feast. Choose **one** from the following:

- **Stuff yourself with fine cuisine** – gain 2 Food per Party member. Exploration ends.
- **Discuss politics:**

You hear a lot about the destructive conflict between Timberwall, Farshire, and Crow's Nest.

It all started when Lady Kincaid, the widow-queen of Farshire, reached out to Ultan, the richest and most influential of Timberwall's merchants, with an offer of marriage. Ultan didn't think long. Farshire had fallen from its former glory, and Lady Kincaid's coffers were full of air and cobwebs, but with her as a wife, he would unite the two largest cities of the island under one rule.

Their wedding happened soon after in Farshire. Not as familiar with the old ways as people of the south, poor fool Ultan didn't know the rite was a handfasting: a one-year marriage, not performed in centuries. Over the next twelve months, Lady Kincaid built up Farshire's army and fortifications, using the wealth of her husband. After a year passed, she banished him. Soon after, Farshire's army laid siege to Timberwall.

Ultan was furious. He used the remainder of this wealth to convince the rulers of Crow's Nest to help him. The Children of Morrigan broke the siege, and a bloody three-way battle raged in a nearby glen. Lady Kincaid retreated, not willing to risk her army. The Children of Morrigan requested the rest of their payment, which Ultan couldn't cover without the loot from Lady Kincaid's camp. Now, Crow's Nest forces besiege Timberwall...

Long ago, the druids and knights of Kamelot ensured this sort of war impossible, but with their power waning, the conflict won't end until one side destroys the others.

Gain part 1 of the "**War for Avalon**" status, if you **don't have** it yet. Each Party member gains 1 Exp. Exploration ends.

122

If you **have** the "**Lady's Task**" status and there are fewer than three Time Tokens on this Location, go to Verse 116.

Otherwise, go to Verse 134.

123

You crave air, but you are so close! You approach a tall structure of bone-like material. You spend your precious time searching through it but find only seaweeds. Then, you ap-

proach the nearby mound which turns out to be a pile of giant skeletons. All the skulls have three eye sockets.

With hesitation, you start rummaging through the Fore-dweller bodies, until your sight dims. You grab a slimy object from between the bones and emerge.

You regain consciousness on wet sand, coughing, and vomiting seawater. Beside you, you find a strange object – a large mask covered in algae. It has three holes for eyes...

Gain the "**Burial Mask**" Secret card (**3**). Exploration ends.

124

As soon as you enter the tomb, you realize something is wrong. A huge sarcophagus stands open and empty. Molten candles surround an upturned ornate basin on the ground. A torn vestment hangs on an angular torch holder near the entrance. You also find a smashed shield sprayed with blood.

If you **don't have** part 2 of the "**Disturbing Information**" status, gain this part of the status; each party member gains 1 **Exp** and 1.

If your is at least 2, go to Verse 201 in the Book of Secrets. Otherwise, Exploration ends.

128

Something stirs in the water. You look down and notice a massive shape below you. You know you can't outrun it. Fortunately, there's a small sandbar nearby. As you crawl onto the sand, an enormous monster emerges from the water behind you.

Gain part 3 of the "**Tuathan Exploration**" status. Then, resolve the "**Ancient Selkie**" green Encounter in Verse **66**.

132

You fill the True Grail with the last of your water and have the Pale Lady drink. As she cradles the cup, some of her strength seems to return, even though she looks even sadder.

"Arthur... He entrusted this vessel to me. Six hundred years ago. But I was afraid my people would follow its aura and find me. I forsook it. And now it's back in my hands. So strange..."

She wants to say something more, but a band of mercenaries suddenly stumbles upon your location.

Resolve the "**Warband**" gray Encounter (Difficulty 4).

If you win, you're able to make your way out of the battle and escort Pale Lady to a safe location. Go to Verse 484

If you lose (or Escape), you are forced away and separated from the Lady. Without her guidance, you have only one lead – sorcerer Orrin was one of the last living people to visit Tuathan. Maybe he will be able to help you. Go to Verse 470.

133

The air is crisp and pleasant. You feel rejuvenated after a short walk. You realize you must go on, but you want to stay longer.

Resolve the "**Allure**" blue Encounter in Verse **214**.

134

A horrifying, enormous wyrm emerges from under the ground. There's no choice but to run as fast as your legs can carry you!

Each Party member loses 6, reduced by their . Each Party member may pay up to 3. For every 1 point of spent, reduce the Damage further by 1.

Remove 1 Time Token from this Location card. Exploration ends.

135

Now that your ally has their trump card, they're ready for the next part of their plan.

"With everything that happened recently, we can drag everyone to the bargaining table. It is time to call a gathering of the clans in Halfway, like in times of old."

CONGRATULATIONS! You've completed your current Chapter!

Each Party member gains 1 **Exp** and 2 **Wealth**. Gain part 2 of the "**Diplomat**" status. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4B** Set-up card and follow its instructions to begin the next Chapter!

142

You keep descending into the maze until you enter the lowest chamber of the entire complex, buried deep under the statue's face. A dried-out cadaver lies on the floor, almost cut in half by a now-defunct trap, the only one you've seen in this complex. An enigmatic set of symbols and thick, opalescent veins of wyrdstone line the walls.

In the middle of the room, where the wyrdstone veins converge, there's a sacrificial bowl.

Gain part 6 of the "**Burning Mystery**" status. If you **have** "**Mystery Solved**" status, go to Verse 114 in the Book of Secrets.

Otherwise, choose one:

- **Try to understand the symbols** – pay 1, add your and (if in a Party, use the highest values). Then roll a die and check the result:

  1-3 – Nothing happens. Make a new choice.

  4-5 – Place 1 Time Token on this Location card, make a new choice.

  6+ – Place 2 Time Tokens on this Location card, make a new choice.

- **Piece the clues together** (requires 4 Time Tokens on this Location card) – gain the "**Mystery Solved**" status, remove all Time Tokens from this Location, and go to Verse 114 in the Book of Secrets.
- **Leave** – Exploration ends.

147

Bowmaiden reluctantly thanks you and hands you a small parting gift.

Each Party member gains 1 Exp. Gain the "**Stagfather's Charm**" Secret card (**17**). Discard the Dial representing the Bowmaiden. Exploration ends.

154

CONGRATULATIONS! You've completed your current Chapter! Each Character gains 3 Exp. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

157

You still have some time left before the sun sets. You decide to find runes about Cuanacht in the meantime. You discover some inscriptions two scaffolding levels higher. Most of the information matches your knowledge, but one record amazes you. On the Grudgestone, someone has written that Erfyr, Cuanacht's blacksmith, was a journeyman carpenter. His master was Turi – you have never heard of him. Maybe this inscription was also forged by someone? But why?

You want to find out more, but the night is falling.

You sneak past the Grudgestone's guards, hide near the records about the farmer's land history and wait. After what feels like an eternity, you notice the colossal rock becomes shrouded in a veil of strange mist. Some of the inscriptions slowly blur or change, runes crawling like worms over the face of the stone. The wyrdness is altering the runes!

Shaken and scared, you descend and meet the farmer. You tell him what you've seen. He seems broken by the news, but he thanks you sincerely and prepares to go home. You try to rest, but you can't. What if the wyrdness is changing not only the inscriptions on the Grudgestone, but also the past itself?

Each Party member gains 3 Exp and 3. Exploration ends.

158

The work is grueling, even with appropriate tools. Finally, you mine a block that seems about as large as Orrin requested. Now, your only problem is getting this heavy slab to the Longbarrow...

Place the "**Pristine Wyrdstone**" Secret card (**14**) on the Devastation Location card (**139**).

New Task: Deliver the wyrdstone block to Orrin.

Hint: the block can be moved from one Location to another only using the Action on its Secret card. If the Location with the block leaves play, leave the block on the Location card. They come back into play together when you reveal this Location again.

Exploration ends.

161

You take a walk along the shore of the island. Soon, you lose sight of the mainland and enter a narrow beach in the shade of a tall cliff. You've come to the furthest point of the known world. Before you stretches the silent ocean humans crossed four hundred years ago, running from the Red Death.

There's a stone here, its inscription almost entirely washed away by the wind. Astonished, you discover the writing claims this was the place where Arthur, the First King, came ashore with his followers. The relief depicts this very scene. You look at the retinue of knights and advisors around Arthur, and suddenly feel like the butt of an elaborate joke. The person to the right of the king looks almost exactly like you...

The discovery is so unsettling, you fail to hear a group of bandaged asylum inhabitants sneaking up on you.

Go to Verse 313 in the Book of Secrets.

163

The water flows through your stone veins. Your ethereal tendrils repel surrounding wyrdness. Your roots wander under the earth, reaching the most distant points on the island. If you strain yourself, you should be able to access your vague memories.

If there is a Time Token on this Location, you can't summon more visions today, go back to Verse 7 of the Serene Visage (**132**) Exploration Journal.

If there is no Time Token on this Location, each Party member gains 1.

Then, put a Time Token on this Location and choose one:

- **Try to remember something about five travelers from Cuanacht** – go to Verse 337.
- **Days ago, you overheard a conversation about the knights of the Round Table** (pay 1 Magic and 2 per Character) – go to Verse 395.
- **There is something about a running woman** (pay 2 Magic per Character) – go to Verse 438.
- **There is a curious person between other memories** (requires part 1 of the "**Cosuil**" status, pay 1 per Character) – go to Verse 471.
- **Emerge from the vision** – go back to Verse 7 of the Serene Visage (**132**) Exploration Journal.

164

You understand their plight. They're just a man and a woman, scared and striving to look after each other after losing everything else. But the locals are suspicious and search for someone to blame. You implore the couple to leave, to find somewhere away from people, and spend their few remaining months together.

Add your and . Then, check the result:

0-3 – *You fail to convince them.* Exploration ends.

4+ – *You manage to convince them to move elsewhere. They might die on the road. They might carry the plague further. You feel this won't have a happy ending.* Each Party member gains 1 Exp and 1. Gain part 4 of the "**Helping Hand**" status. Exploration ends.

166

The people love you for your help. It wasn't a perfect solution, but the only one that was truly right. They will help you with the menhir.

- **Activate a Menhir with their help** - pay 2 Magic per player, requires all Characters and the "**Menhir Rites**" Secret card (**11**) – put a new Menhir model on this Location and set its Dial to **7** (-1 per player).
- **Leave** - Exploration ends.

169

This small community consists of explorers, scholars, and some people who "followed the call of the Valley." One of the women, a shipwright from the town just outside, came here several weeks ago. You spend some time with her, chatting about the family she left behind, but ultimately learn nothing worthwhile.

Go back to Verse 413.

171

The mine connects to a much larger shaft, built differently. Instead of wooden support beams and columns, thin wyrdstone filaments connect the floor and the ceiling. You follow this new corridor only to discover a discarded set of four mining tools, unlike anything you've seen before. They do not fit your hand, but you know who could use them – this deeper mine was made by the Fore-dwellers. But what could be valuable enough to lure them so deep underground?

The walls here are an unknown type of wyrdstone. You see its faint glow even when you close your eyes.

- **Mine the wyrdstone** (pay 3; requires "**Stoneshaper's Tools**" Secret card (**58**) and **Chapter 11**) – go to Verse 158.
- **Leave** – Exploration ends.

172

An elderly historian asks for your help – he studies the top of the Grudgestone and needs someone to help him climb the rickety scaffolding. You agree. Atop, meticulously copies some inscriptions, while you grow more bored by the minute. Finally, you begin to read the runes yourself.

You come upon a story of a little-known hero from the Age of Legends. As you read about their deeds, a vivid memory awakens in your mind, as if you were this hero yourself. Did you dream about it once? Did you hear this story a long time ago? You're so buried in thoughts the historian prods you with his elbow once he's finished.

"Haven't you heard? I'm done. We can go now."

Lose 1. If you **don't have** part 5 of the "**Helping Hand**" status, gain:

- 1 Wealth,
- 2 Exp,
- part 7 of the "**Burning Mystery**" status,
- part 5 of the "**Helping Hand**" status.

Exploration ends.

173

Between the rocks, you find the backpack of another adventurer. Inside, there's a makeshift map of the corridors under Fernsea – it is incomplete, but indicates you must drop through another hole to reach the deepest caverns. At the bottom of the pack, you also find some useful items.

Each Party member gains 1 Exp. Gain 2 random non-Companion Items and part 1 of the "**Underfern**" status. Exploration ends.

174

The last part of your examination is the most gruesome. You carefully inspect Yvain's wounds. They were inflicted by at least two different weapons – though each struck with an unimaginable force. The blunt object that caved in Yvain's helmet left a subtle imprint of strange, asymmetrical ornamentation. The object that pierced his chest was so sharp it punched through his steel breastplate like an arrow through a pillow.

You dig inside the wound and find a small piece of metal lodged in a bone. You raise the shard toward the sun. Its swirly surface seems to split the light into many colors.

There's no doubt in your mind: Lord Yvain was killed with a Fore-dweller weapon, most likely wielded by a Fore-dweller!

Each Party member gains 1 Exp.

If you **have** the "**Hunted!**" Secret card (**13**), go to Verse 101 in the Book of Secrets.

If you **have** no "**Hunted!**" Secret, read on:

You encounter a strange cavern, full of burned-up candles and beautiful reliefs depicting a group of four adventurers fighting the Fore-dwellers.

Each Party member gains 1. Exploration ends.

175

You encounter a strange cavern, full burned-up candles and fine reliefs. They mainly depict a group of four adventurers fighting the Fore-dwellers.

Gain part 4 of the "**Cosuil**" status.

If you **have** part 3 of the "**Cosuil**" status, go to Verse 430 in the Book of Secrets.

Otherwise, go to Verse 85 in the Book of Secrets.

176

You work hard, bleeding from scratches, panting heavily. Sweat runs into your eyes, but you don't care. You are almost there when suddenly rocks and pebbles pelt you, hurled toward you with incredible force. The previously contained underground stream rages at full force, and you must fight for your life against its tide, or else it will carry you away and launch you out the cliffside.

You strengthen your grip on the rocks. Finally, you manage to go forward, pulling yourself, grabbing walls, and jamming your weapons into the crevices. This struggle goes on for an

excruciatingly long time, in pitch-black darkness. Finally, you see a glow in the distance. You emerge from the tunnel...

Go to Verse 605.

181

You stand before an old, slightly tilted tower. Its walls are crumbling, but it has a surprisingly strong door emblazoned with a red skull. The Red Death! You don't want to risk going inside.

If you **don't have** part 5 of the "**Underfern**" status, gain part 5 of the "**Underfern**" status and each Party member gains 1 **Exp**.

If you **have** part 1 of the "**Black Cauldron**" status and the Secret card **66**, go to Verse 219.

Otherwise, Exploration ends.

184

You draw your weapons and charge his throne. Mordred laughs. One gesture and scores of his grim warriors overwhelm you. Desperate, surrounded, you hurl your weapon at Mordred, only for it to freeze mid-air, stopped by his spell.

As Children of Morrigan beat and disarm you, you realize Mordred grew too powerful for you – or anyone else – to challenge. You brace yourself for the worst, but Mordred does not want to kill you.

"If you loathe my plans so much," he says, "then the best punishment is to see them come to fruition. And remember that whatever I do, you had your hand in this as well."

His guards throw you out of the city, each taking a share of your possessions.

All Party members lose all and **Wealth**, and may keep no more than two Items. Exploration ends.

200

They had an agreement, and it was working well for them. You will do what you can to restore this deal.

Add your to the number of acquired parts of the "**Diplomatic Mission**" status. If you are **Beor** (or he's in your Party), add 1, as townsfolk respect blacksmiths.

Then, roll a die and add the result to the obtained number. You may reroll the die any number of times, paying 3 **Rep** for each reroll.

If your result was:

5-10 – Go to Verse 107 in the Book of Secrets.

11+ – Go to Verse 79 in the Book of Secrets.

201

When inspecting the tomb in detail, you find a set of marks on the back of the sarcophagus. Each is progressively more recent, and the last one looks completely fresh. What could they mean?

Exploration ends.

211

"Stop right there, traitorous scum!" an angry druid shouts at you. "Maggot! I can't even think of a fitting insult, because your existence is an insult itself. You were banished from Moonring forever. How dare you show yourself on this sacred ground again?"

You are surrounded by people with stones and clubs in their hands, eager to use them.

- **Confront them** – each Party member loses 1 **Rep**. Resolve the "**Vengeful Druid**" green Encounter (Difficulty 2). Then, Exploration ends.
- **Prove you're a changed man now** – go to Verse 102.
- **Run away** – each Party member loses 1 and 1 . Move to the lowest-numbered revealed Location connected to Moonring.

214

Regardless of the outcome, gain 1 Quest Token.

Exploration ends.

215

You will lose yourself in the spiderweb of unknown streets. You will wriggle your way like a worm through the piled-up stacks of deformed houses. You will lick the dew of time liquified on the moldy faces of other survivors. You will pray to Fore-dweller chariots running across the sky. With time, you will find an exit – and stumble back to the familiar market, in the middle of the night, as if nothing had happened, and no time had passed.

Guess that's why they call it the "wyrdness"...

Each Party member gains 3 and 1 **Magic**. Exploration ends.

218

The worms surge like a torrent and attack you!

Resolve the "**Worms**" purple Encounter in Verse **278**.

219

The plague survivor you heard about might live here. You knock on the door and wait. An old, gray-haired man greets you. A net of scars covers his body – the same pattern your wounds make. He recognizes your affliction immediately and invites you inside. He tells you he was sick, just like you, until an outcast Allmother priestess helped him. She advised him to find a big black cauldron inside a sunken monastery in the Dark Morass. It was there, but broken and cracked. He fixed it with some gold, added time-altering crystals from the Whitening, and took a cold bath inside. His wounds closed, leaving unsightly scars. But he still lives.

Gain part 2 of the "**Black Cauldron**" status and the "**General Directions**" status. Exploration ends.

220

You start a fiery speech about the past. The founders of both villages knew what was best for them. And they stuck to their agreement for hundreds of years. You are sure that if the situation was different, and the menhir was in Falfuar, the Falfuarans would not want to give it back either.

What's more, both cultures are different, so the idea of living together in Bundorca seems ridiculous. The best thing that Falfuarans can do is seek a new place to live. Maybe north?

Some people debate with you, but you manage to win the majority to your cause. Bundorcans thank you dearly, and Falfuarans prepare to leave their homes.

Each Party member gains 3 **Exp** and 2 **Wealth**.

Gain part 1 of the "**Traveling Menhir**" status. Replace Location **134**, Falfuar, with Location **147**, Abandoned Falfuar. If your model is not on Location **135**, move it there. Exploration ends.

221

The woman is somewhere in Timberwall, the only city in Avalon leaning against solid wyrdstone.

Each Party member gains 1 . Go back to Verse 163.

223

Messengers informed the people from both villages about the upcoming meeting. You're amazed at how much people here value your council. Maybe they were waiting for any excuse to do something about their situation?

People from both settlements gather in the middle of the stone gully. The chief of the western town leads one group. The wise woman from the eastern village leads the other. The situation is tense. Everyone looks to you. The hearing begins in a moment.

If you **have** part 6 of the "**Diplomatic Mission**" status, place a Quest Token on Falfuar (Location **134**) and go to Verse 390 in the Book of Secrets, unless you pay 2 **Rep** to ignore this redirection.

Otherwise, choose one:

- **Support the claim of Falfuar** (Location **134**) **or Bundorca** (Location **135**) – place a Quest Token on the Location card representing the side you support, then go to Verse 390 in the Book of Secrets.
- **Try to make them share the Menhir and keep it moving again** (requires at least 4 parts of the "**Diplomatic Mission**" status) – go to Verse 200 in the Book of Secrets.

229

"It seems no matter how powerful I become, I'm still not capable of doing everything on my own," Cosuil says with a strange smile.

Then, she tells you about the magnificent tomb of her ancestor, Nazeer, discovered a while ago. And about riches, books, weapons, and other artefacts she found there. She helped so many people in distress using spoils of this discovery!

You still can't get over how strong she has become. You're happy you didn't steer her away from adventuring. She will bring some hope to this world, you're sure of it – even if the world itself is doomed.

Gain part 5 of the "**Cosuil**" status.

- **Convince her she must go back to her family and spend the rest of her days with loved ones** (requires 2 or 6 **Rep**) – go to Verse 279 in the Book of Secrets.
- **Convince her to join you; she will be a valuable companion** (requires a Menhir model on this Location AND at least 4 **Rep**) – go to Verse 460 in the Book of Secrets.
- **Encourage her to continue adventuring** – go to Verse 65 in the Book of Secrets.

230

This time your nemesis fought differently than before, trying new techniques and countering your moves. Maybe it learns from your encounters just like you do?

From now on, Fore-dweller Encounter triggered by the "**Hunted**" Secret card (**13**), gains the following Trait: Each character can play up to 3 cards during their Activation.

Continue the game.

233

Return to Verse 8 in the Exploration Journal of Wyrdedge (**141**).

234

Go to Verse 756.

235

You're not sure why, but you sit on the throne. The thorns drive painfully into your body. You scream, but can't move. The roots pulsate and turn red, and you feel your blood leaving your body. Then, your mind drifts off...

Gain part 1 of the "**Tuathan Exploration**" status. Lose 4 . Gain 3 , 6 Magic and 2 Exp. Gain 2 Quest Tokens. Exploration ends.

236

Return to Verse 8 in the Wyrdedge (**141**) Exploration Journal.

237

Morgaine breathes heavily. "I have something you need," she says. "If you spare me, I can tell you about yourself. You are something more than you realize! If you strike me down, this knowledge shall die with me."

- **Accept her offer** – go to Verse 753.
- **Slay Morgaine** – go to Verse 268.

238

The fool listens and sits on the ground. The dwarf approaches with a sly smile and whispers. Along with words, he spits hexes, spells, and enchantments. The traveler doesn't notice, focused solely on terrible secrets the dwarf reveals to him. Finally, the dwarf takes some of the traveler's sanity and something humans call food as a payment for his stories. He also leaves his favorite gift: oblivion. The traveler wakes up later and doesn't remember anything from this encounter. After all, the dwarf only promised to reveal secrets, not that the traveler would be allowed to keep them.

Each Party member gains 1 Exp and 3 , and loses 2 Food. Exploration ends.

241

After a moment of overwhelming pain, you die.

Each Party member loses all . Go to Verse 295 in the Book of Secrets.

242

You notice Cosuil in the crowd, speaking with an older man. You approach to greet her, but she barely notices as she negotiates a reasonable price on a translation of her journal. To you, the scholar looks suspiciously like a fraud who once visited Cuanacht.

Gain part 2 of the "**Cosuil**" status.

- **Maybe you should intervene?** – go to Verse 299 in the Book of Secrets.
- **If you don't intervene, Cosuil says she will talk with you later** – Exploration ends.

246

"We didn't know," the woman wails. "All we could think of was finding our children. They were taken from me when I was thrown into the asylum. We searched for them, going days without rest or food. We never found them. Always, the rumors led to nothing."

The man holds her closer as she breaks down. "We never saw the plague. News of it followed us, always days behind. Everywhere we'd passed, we'd covered a dozen towns before..." He lifts his ragged shirt sleeve, revealing a red mark. "Before we realized it was us." He meets your eyes. "As soon as we knew, we stopped, tried to hide here. The place was infected anyway, we thought. We couldn't do more harm. Please. We just wanted to find our children."

Go back to Verse 331 in the Book of Secrets and make another choice.

247

Each battle with this Fore-dweller hunter is fiercer and harder. This time, it didn't give you a single chance to catch your breath. You have prevailed, but if the next battle is harder still, you're afraid it won't end well for you.

From now on, Fore-dweller Encounters triggered by the "**Hunted**" Secret card (**13**) gain the following Traits: Each Character Panics during the whole Encounter, regardless of their . Each Character can play no more than **3** cards during their Activation.

Continue the game.

248

Resolve the "**Suspicious priestess**" blue Encounter:

If you win – *You not only manage to defend yourself, but also coax some information from the priestess.* Go to Verse 13 in the Crow's Nest (**160**) Exploration Journal.

If you don't win – *The warriors jump at you from all sides. You are beaten senseless and brought before Lord Mordred.* Go to Verse 11 in the Crow's Nest (**160**) Exploration Journal.

250

The black-haired woman went north. She stands before the opening in the wyrdstone wall, looking at giant statues with awe.

Each Party member gains 1 . Go back to Verse 163.

253

The stonemason in the red bandana steps forward. She clears her throat and addresses the crowd.

"The Round Table has finally fallen. The last vestige of the so-called 'rule of chivalry' that failed to protect homelands, then failed to protect Avalon, is now dead."

A tumultuous cheer thunders in the workshop.

"We have new champions now!" the woman continues. "People who came to be known as such not because of their birthright or underhanded political deals, but by the value of their actions! Let these heroes become what Round Table failed to be!"

Then, she kneels before you, and with her, the other leaders of the borough.

Gain the "**People's Champion**" status and Secret card **19**. Each Character gains 5 **Exp** and 5 **Rep**.

If you're playing **Chapter 7: part 1**, go to Verse 490. Otherwise, exploration ends.

257

There is a long silence. You can feel the Lady fight through a wave of grief as she looks at your Grail.

"So, this is how he died – my favorite knight. Pure and bright like a morning star – and it was I who sent him to meet his doom. Fate is cruel, indeed. Forgive me. I need a moment alone."

She starts to sink under the waves, but you call out to her again, asking about the Grail you hold in your hands.

"You shouldn't have bothered," she says coldly. "It is not what you think it is."

Suddenly, the Grail turns to wet, stinking mud in your hands. Its gems become ordinary pebbles. Its shining surface turns into fish scales.

"I made two of them," the Lady says, submerging. "Two forgeries for one that was real. As you see, one false Grail didn't get far, but the other two cups should still be out there with their bearers. I asked them not to tell me where they were going, in case something forced these memories out of me. But I know your village smith headed for the First Farmhold. He believed the ancient walls of this place would protect him. Farewell now."

And like that, she's gone. You look at your hands, now caked in dirt. So, the last three heroes of Cuanacht became the Grail-bearers. But which one carried the real cup and where have they gone?

Discard the Tainted Grail Secret card (**8**).

CONGRATULATIONS! You've completed your Quest. Gain part 7 of the "**Fate of the Expedition**" status and gain the "**Lady's Task**" status.

If you're not playing **Chapter 3A**, each player gains Gain 2 **Exp**. Then, discard your Event deck, including any Active Quests, find the **Chapter 3A** Setup card and follow its instructions to begin this Chapter.

If you're playing **Chapter 3A**, find and resolve the **Chapter 3A** part 4 card.

Exploration ends.

263

When you ask about Fael's home, the people of Whitening reluctantly point you to a small house at the edge of the forest. There, you are welcomed by a middle-aged woman with raven black hair, churning butter on the porch. Even with her hands red from hard work, she doesn't look like the other villagers. There's grace in her every move, and she speaks with a soft, courtly manner. When you tell her about Fael's demise, she breaks into tears.

"It all could have been so different," she weeps. "He didn't have to go! He owed them nothing!"

After a moment, she composes herself and says:

"You can have everything now. I don't want to see these things ever again – they remind me too much of where we came from."

She then leads you through a small hatch, hidden behind the cupboard. You enter a secret room without windows. There's a full set of steel plate armor here, magnificent horse barding, and a shield with a familiar crest, belonging to a legendary knight of the Round Table.

Fael, the quiet hunter you'd known for years, was the real Galahad! You gasp in shock. Why did he reject his honorable path? What should you do with all of this?

Gain part 2 of the "**Hidden Treasures**" status.

Then, choose one:

- **Leave the woman to decide for herself** – Exploration ends.
- **Take the equipment to Whitening's ruler.** –*Law says the possessions of each knight must be returned to Kamelot with a message about their death, so that – in time – a new brave soul could take their place* – see Verse 308.
- **Keep the equipment.** – *By law, all possessions of a deceased knight belong to Kamelot. But surely Fael was no longer a knight?* Gain 3 **Wealth** and Secret card **5**. Then, gain part 1 of the "**Fall of Chivalry**" status. Exploration ends.

264

The grim work is finally done. The mortal remains of Lord Yvain lie before you, caked in mud and reeking of blood. Just one glance is enough to know a human didn't slay the lord of Cuanacht. His armor is so dented it proves impossible to remove it from his body. His left arm is gone as if ripped away by a terrible force. His massive great helm is caved-in; you shudder to think about what's under it.

Only after a moment, you notice a strange, shining talisman clutched in Yvain's hand and decide to keep it for closer investigation.

Each Party member who has at least 1 gains 1 . Each Character gains 2 Exp.

Gain part 6 of the "**Fate of the Expedition**" status, part 2 of the "**Pillager**" status and the "**Shining Talisman**" Secret card (**22**).

If you **have** at least 1 point of , go to Verse 301 in the Book of Secrets. Otherwise, Exploration ends.

265

The Head of Morrigan was lost in the confusion, but knowing how persuasive it can be, you have no doubt it will find a way back on its own. Fortunately, even without the head, you remember the next instructions from Mordred clearly: with the balance of power shaken, he wants to call all rivals to negotiations in Halfway.

CONGRATULATIONS! You've completed your current Chapter! Gain part 5 of the "**Allies of Avalon**" status, as well as part 1 of the "**Diplomat**" status. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4B** Setup card and follow its instructions to begin the next Chapter.

All Party members pass for the rest of this day. Exploration ends.

266

You find the merchant and tell her you know about her brutal methods of eliminating competition. Caught by surprise, she admits to your accusations.

- **Turn her in** – each Party member gains 4 Rep and 1 Exp.
- **Accept her bribe** – gain 5 Wealth and 2 non-Companion Item.

Then, discard Secret card **9**. Exploration ends.

268

You strike true, and her head rolls down the ancient stones. As soon as it stops moving, a muffled cry comes from one of the side chambers.

Hint: If you came here to answer Morgaine's summon, it is now apparent it was a trap. You can pledge yourself to one of the other remaining powers of Avalon or help your hometown to continue your journey

Gain part 5 of the "**Lost and Fallen**" status. Each Character gains 1 Exp and 4 Rep. Choose one:

- **Leave** – *It's probably better if you not let yourself get caught here.* Exploration ends.
- **Investigate the cry** – Go to Verse 521.

270

Was it the same hunter you encountered before? Its attacks affected your mind as well as your body. Could it become even stronger?

From now on, Fore-dweller Encounters triggered by the "**Hunted**" Secret card (**13**) gain the following Traits:

Each Character can only play up to **2** cards during their Activation. Each Character Panics during the whole Encounter, regardless of their .

Continue the game.

277

Among the remains, you spot a strange, opalizing object. You dig up a set of chisels and hammers made from what looks like pure wyrdsteel!

If you **don't have** Secret card **58**, gain 1 Exp and Secret card **58**

Return to Verse 7 in the Exploration Journal of First Farmhold (**117**).

278

If you win, gain 1 Quest Token. Exploration ends.

279

You speak with the woman for a while. She hesitates but, in the end, acknowledges your point and agrees to retire. She thanks you for everything and, as a parting gift, leaves you her equipment. Then, she bids you farewell and goes away.

Gain Secret card **50** and 2 random non-Companion Items. Each Party member gains 3 Exp and 2 Rep. Exploration ends.

281

When you look at the Grudgestone, you see ancient, eroded runes with your name. Dusty memories emerge from the back of your mind. Three hundred years ago, you signed a contract with a merchant and robbed him afterward. His son came here later and engraved a grudge against you. After a while, you find more inscriptions about yourself – you wandered Avalon

under a dozen different names. And almost every entry describes various crimes. Living forever and being tormented by memories didn't exactly make you a good person. Maybe now, as Avalon falls apart, you can redeem yourself?

Gain "**Redemption**" Secret card (**25**). Exploration ends.

283

Return to Verse 8 in the Exploration Journal of Wyrdedge (**141**).

284

Under some rubble, you discover a hatch. You clear and open it. There's an old ladder descending into the darkness. You hesitate for a while, but you decide to climb down. It leads you to a cellar full of old supplies. All the food is spoiled, but there are also some interesting items you could use. You also find a small, wooden someone tried to hide in the crack of the wall..

Gain 1 random non-Companion Item, an "**Adventurer's Kit**" Item, 1 **Wealth**, and part 7 of the "**Hidden Treasures**" status. Gain the "**Disturbing Find**" Secret card (**2**). Exploration ends.

286

Return to Verse 8 in the Wyrdedge (**141**) Exploration Journal.

287

There's a beautiful saber attached to the belt of the woman. She goes south to help refugees on plains adorned with great chalk patterns.

Each Party member gains 1 . Go back to Verse 163.

288

The young man struggles to his feet, reluctantly drawing a sword. He's starving and weak, but he has the look of a warrior. "She's all I've got left," he says with a tear tracing down his cheek. "And I'm all she's got. The only way I'm leaving her side is through the grave."

Resolve the "**Seasoned Warrior**" gray Encounter (Difficulty 2). If you lose, Exploration ends. If you win, read on:

The girl drops to her knees in floods of tears. Her dolorous eyes and mournful wail pierce your heart keener than the man's sword ever could. She seizes the dagger from her dead lover's waist and thrusts it toward her chest, but an onlooker bats it aside. A vicious mob hauls her up and drags her away, back to the asylum to die a slow, lonely death.

Each Party member gains 1 **Exp**. Each Party member gains 1 for each point of their . Gain part 4 of the "**Helping Hand**" status. Exploration ends.

295

You wake up in the sticky mud. You cough, cry and scream at the same time. You still remember the pain of dying. But now, you live. You seem as healthy as ever. You're just not sure whether you want to live.

Each Party member regains all and all . Each Party member gains 3 . Gain 1 Quest Token. Exploration ends.

299

Resolve the "**Slick Fraudster**" blue Encounter (Difficulty 2). You must choose the "**Reveal Forgery**" Stage. You can't avoid this Encounter.

If you lose – *Cosuil tells you it will be better if you leave.* Exploration ends.

If you win – go to Verse 340.

301

You carefully inspect the remains and conclude that Yvain died no longer than a week ago. Under his feet, you discover some small trinkets that look like burial parting gifts: a set of glass prayer beads, a bracelet made of boar fangs, and one razor-sharp steel dagger. It seems at least three members of the expedition outlived Yvain and buried him. You might still be able to catch up with them!

Each Party member gains 1 **Exp**. If your is at least 2, and is at least 1, go to Verse 174 in the Book of Secrets.

Otherwise, Exploration ends.

305

The letter is from Morgaine herself, who rules Kamelot in the absence of the king. This fearsome sorceress, rumored to be a direct descendant of the death goddess Morrigan, invites you to abandon this petty war and do something that matters – come to Kamelot and help her stop the fall of Avalon.

New Task: If you wish to forsake the War for Avalon, go to Morgaine in Kamelot (**190**) and pledge your allegiance **OR** try to find all clues related to the first expedition scattered throughout the southern part of the island.

Hint: there are always more tasks than you can complete in a single play-through of the campaign!

Continue the game.

306

You try to show how the people of Falfuar feel. They live in constant fear; they can't work or hunt because of the wyrdness. They can't move anywhere, even if they wanted to – the trails are engulfed by wyrdness and unsafe. Their only hope is Bundorca or recovering the menhir.

The village chief stops you there and says the menhir now belongs to Bundorca. Everything is stated in a document signed by their ancestors. You agree with him, but then point out that the world changes, while written words don't, eventually becoming obsolete. Then, you speak of profits the Falfuarans could bring to Bundorca. In the end, no one is truly satisfied, but they see your point. They write a new document, and you sign as a witness. The great migration of Falfuar's townsfolk to Bundorca begins.

Each Party member gains 2 **Exp**.

Gain part 1 of the "**Traveling Menhir**" status. Remove Location **134** from the game and replace it with Location **147**, Abandoned Falfuar. Remove Location **135** from the game and replace it with Location **148**, Faldorca. If your model is not on Location **148**, move it there. Exploration ends.

308

You pack everything and drag it to the long-hall at the top of the town. There, in a room half-eaten by the crystalline structure, you lay the sacks before the council of elders. They are shocked by the news they have sheltered a renegade knight for many years. You are kindly asked to leave and handed a couple of tarnished silver coins as a reward for your fatigue.

Each Party member gains 1 **Wealth**. Gain part 1 of the "**Restoring the Order**" status. Exploration ends.

311

As you walk through the castle, you witness Morgaine's maids hurrying along a string of scared small girls through one of the side chambers.

So, the rumors are true! Morgaine does buy girls from all over the island and brings them to her private quarters. But to what purpose?

Each Party member gains Gain 1 . Return to Verse 16 in the Exploration Journal of Kamelot (**190**).

312

Your valuables quickly disappear inside many pockets of the older woman's robe. Then, she takes out an earthen vial.

"Drink this, my child, and worry not. The concoction will release you from this terrible disease. It will cut off its roots, and let you heal. Now, drink!"

You do as she says. The taste is terrible, like a mix of blood, soil, and feces. You feel dizzy, seeing the concerned face of the woman leaning over you. Then, you lose consciousness.

You wake up hours later, feeling quite good. Unfortunately, you don't think the Red Death left your body

Each Party member loses 2 and gains 2 . Exploration ends.

313

Draw a "**Vagabond**" gray Encounter. If you win, draw the "**Wyrd-claimed**" gray Encounter.

If you've lost at least one battle or Escaped – *The wounds you've suffered show signs of infection.* Each Party member gains Secret card **66**. Exploration ends.

If you've won both Encounters, or the enemy Ran Away – Exploration ends.

314

If you're playing **Chapter 3B**, go to Verse 315. Otherwise, read on:

CONGRATULATIONS! You've chosen your ally in the War for Avalon and completed your current Chapter!

Gain part 3 of the "**War for Avalon**" status. Each Character gains Gain 1 **Exp** and 1 **Wealth**. Gain the "**Morrigan's Head**" Secret card (**16**), if you **don't have** it yet. Then, either Save your game or draw a **Chapter 3B** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

315

Gain part 3 of the "**War for Avalon**" status. Each Character gains Gain 1 **Exp** and 1 **Wealth**. Gain the "**Morrigan's Head**" Secret card (**16**), if you **don't have** it yet.

Exploration ends.

316

You eventually return to the courtyard, now littered with bodies. Ultan's warriors are almost done gathering the loot and form up, preparing to follow you into the wyrdness-covered land.

Behind, the Kamelot is on fire. You don't look back. If the fortress no longer serves the people of the realm, it might just as well burn.

CONGRATULATIONS! You've completed your current Chapter! Each Player gains 3 **Exp**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 12** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

318

You learn the trail-keepers were attacking travelers out of hunger and desperation – for a long while, not one shipment came from farmholds that were supposed to provide upkeep for the trail. Thanks to your effort, the keepers realize they've let the trail become more important than the people travelling it.

As a thank you, they share with you many secrets of the gorge.

Each Party member gains 1 **Exp**. Gain part 2 of the "**Tangleroot Knowledge**" status. Exploration ends.

321

This deep cavern looks older than Tuathan itself. Huge reliefs on its walls, depicting Fore-dweller rituals and gatherings, are visible in the daylight seeping through long shafts in the ceiling. Only after a while, a faint glint of gold somewhere to the side catches your attention. You approach it. Your knees buckle.

Before you, covered in cobwebs and dirt, a radiant cup rests on the floor of the cavern. You feel your heart skip a beat.

You've made it. The Grail lies before you, discarded and forgotten.

Just a single touch is enough for you to know that the artefact is real. Though made from some strange metal, gold in color, yet opalescent like wyrdsteel, it feels warm in your hands. You raise it in reverence to the light as grand visions fill your head. For a moment, you feel invincible; a hero of

legend destined to change the world.

Then, a fresh breeze from one of the side corridors sobers you. It's time to go back...

Gain part 3 of the "**Underfern**" status, and the "**True Grail**" Secret card (**7**). Each Party member gains 3 **Exp** and 3 **Magic**.

If all Characters are in this Exploration, go to Verse 412 in the Book of Secrets.

If not every Character is here, go to Verse 350 instead.

325

You look at the First Farmhold from the high wall. The chasm at the center is so intimidating you want to retreat. But, the people of Avalon need you. And maybe you need them too? Should you ask for their help?

Now, resolve the "**Ancient Wyrm**" green in Verse **343**.

327

You slide down the muddy corridor and finally end in a puddle of musty water. You curse, then catch a glimpse of gold beneath the water surface. You've found a broken cask of coins!

Each Party member gains 1 **Exp**. Gain 5 **Wealth**. Gain part 2 of the "**Underfern**" status. Then, go back to Verse 14 in the Fernsea (**153**) Exploration Journal.

330

You stand, victorious but sad. The Falfuarans leave with their heads down. Everything could be better – both settlements could live in peace, sharing the menhir, trading, completing each other. But now, Falfuar is doomed. People leave their homes that will be swallowed by the wyrdness. The one bright spot in this sea of gloom is that the people of Bundorca will be happier now.

Gain part 1 of the "**Traveling Menhir**" status. Replace Location **134**, Falfuar, with Location **147**, Abandoned Falfuar. If your model is not on Location **135**, move it there. Exploration ends.

331

Among all the stinking, disheveled people, you see one familiar face – a young man who sought to sell his contract at the Warrior's Fair. Judging by the sickly woman beside him, he found his wife. There were no children, however, and their forlorn expressions told that story. Unbidden, the man babbles his thanks to you and tells you of his journey since the fair, of breaking his wife out of the asylum and being chased from town to town. Piecing it together, you realize they started the plague and are responsible for its spread. A shadow crosses their faces as they nervously look at you, awaiting your reaction.

Gain part 2 of the "**Helping Hand**" status.

- **Turn them in** – go to Verse 288.
- **Confront them** – go to Verse 246.
- **Convince them to leave** – go to Verse 164.
- **Let them be** – go to Verse 341.

332

After revealing the events that transpired in the Tombs of Arthur, Palamedes breaks down into tears, and Bedivere hangs his head in shame.

- **Leave the knights to their worries** – *You leave them broken and weak.* Gain part 3 of the "Fall of Chivalry" status.
- **Bolster the knights** – *You help them understand that the realm still needs them.* Gain part 3 of the "Restoring the Order" status.

Then, if you are not playing **Chapter 4A**, Exploration ends.

If you are playing **Chapter 4A**, read on:

CONGRATULATIONS! You've completed your Quest. Each player Gains 1 **Exp**, then find and resolve part 3 of **Chapter 4A**.

333

The sloping trunk of the tree makes the climb easier, though your feet keep slipping on fat worms living on its bark. You finally reach the top. The chain was attached here so long ago that the tree grew around its end. On the other end, a long, desiccated arm swings in the wind. You almost fall down when you realize it has fingers twice as long as yours and an additional elbow. On one of the fingers, a perfect silver band shines...

- **Return the ring to the creature** – *Does it weep? Or is it having difficulty breathing? Anyway, it seems grateful. It reaches under its cloak and hands you some gemstones and a small pendant. For a split second, you notice the creature's fingers are twice as long as yours.* Gain 1 **Wealth** and the "**Fore-dweller Bauble**" Secret card (**44**). Exploration ends.
- **Keep the ring** – *The creature hisses and discards its cloak, revealing its true form.* Resolve the "**Fore-Dweller Spirit**" purple Encounter (Difficulty 3). If you win, gain the "**Crawling Ring**" Secret card (**39**). Exploration ends.

334

She looks at her wounds, her paltry equipment, and then back at you. "I will go home and live like my mother and her mother. Thank you, traveler."

Each Party member gains 3 **Rep**. Gain part 5 of the "**Cosuil**" status. Exploration ends.

335

Resolve the Morgaine blue Encounter in Verse **396**.

336

Without her henchmen, Morgaine becomes an easy target.

- **Kill her** – go to Verse 268.
- **Ask her why you should let her live** – go to Verse 237.
- **Let her be** – Exploration ends.

337

Many scenes swirl in your mind. It will require a strong will to focus on one of them.

- **The group enters Tuathan** (pay 2 **Magic** and 1 per Character) – go to Verse 457.
- **Aubert lays on the ground, hands pressed to his temples** (pay 2 per Character) – go to Verse 440.
- **The heroes enter a strange citadel shrouded in wyrdness** (pay 1 **Magic** and 1 per Character) – go to Verse 451.
- **Think about something else** – go back to Verse 163.

338

Go to Verse 756.

340

You reveal the man is a fraud. He doesn't know other languages, his maps are fake, and he only wanted Cosuil's money. The woman thanks you dearly and you go together to find a better scribe. When you leave, you hear something about the Valley of Guardians.

Each Party member gains 1 **Rep**. Gain part 3 of the "**Cosuil**" status. Exploration ends.340

341

You decide to keep their secret. At this point, one more infected couple surely won't make a difference – will they?

Each Party member gains 1 **Exp** and 1 for each point of their . Exploration ends.

342

The woman lies on the ground, bleeding out. You dress her wounds as well as you can. Fortunately, they are not severe. After a while, she regains consciousness and looks around with terror in her eyes until he notices you and sighs with relief.

You learn that she recently became a traveler. Her name is Cosuil, and the reason for her voyage is rather interesting. Here family owned an old notebook, filled with odd, spidery writing and striking sketches. It was handed down from generation to generation, along with a story of a heroic ancestor who fought Fore-dwellers and wyrdness. None of her relatives could understand the language of the notebook. When it passed on to her, she decided to unlock its mystery. She's currently seeking a scholar who will help her with translation. She heard someone like this resides in Timberwall.

- **Convince her to abandon her quest** – *You saw her skills. She will die sooner or later if she can't handle a wyrdbear.* Go to Verse 334 in the Book of Secrets.
- **Give her some advice on surviving in the wilds** (lose 1) – *She is not a great warrior, but she has a great dream.* gain part 1 of the "**Cosuil**" status. Exploration ends.

343

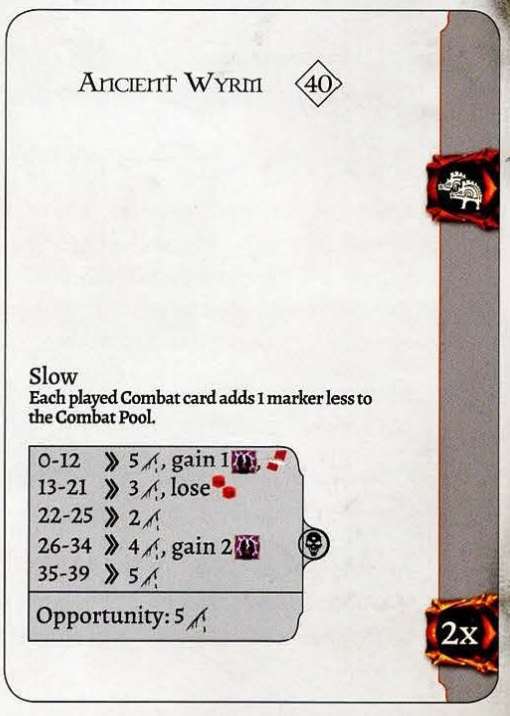
If you **have** Secret card **27**, in this Encounter you gain every time you play a Combat card.

Additionally, you may pay 10 **Rep** and 5 **Wealth** (per player), to gain the following effect: in this Combat, during each Enemy Attack, prevent 1 .

If you lose, Exploration ends. If you win, read on:

Your battle with the beast, on the silent arena of the ancient ringfort, was worthy of song. Now, the creature lies dead, and First Farmhold is ready to shelter humans in dire times once again. You'd better lead someone here before unwanted visitors move in. Or before the enormous carcass begins to rot...

Each Party member gains 2 **Exp**. Gain part 2 of the "**Last Haven**" status and 4 **Food**. Exploration ends.



344

You mention the woman from the broken tower and start to explain what you have encountered. The assembled go silent. The youngest looks at the puzzled expressions of his companions. "Do you know anything about this?" he asks. Before they can answer, he bursts out: "Have you tried to murder her?"

"Of course not! Why would we?"

"You always hated her. She came to me, even if it meant abandoning her village for a shack on the coast. I've seen you burning with jealousy. No one ever came to accompany you in your exile."

"Enough!" the oldest keeper shouts. "You knew this is forbidden. All the past must be cut off."

"So, you cut off my girl?"

"Yes, unfortunately, we did," the man who was quiet until now says. "We met her at the tower and tried to persuade her to leave. She did not listen. She–"

He can't finish, because the youngest one punches him in the face and draws out a knife. The oldest tries to grab the young one, but ends up with the blade in his chest. You move to help, but trip over the fallen table. You look on powerlessly as the youngest keeper is thrown out the door, fails to catch the bridge, and with a piercing shriek falls to his death on the sharp rocks below.

The scene calms down, as the only living keeper kneels by his companion and lets out a quiet cry.

"They were like brothers to me. Now, they are dead! And this is all because of this woman. It was she who lured us to the tower, you know? Then, she tried to push us down, but in the end, fell herself."

Then, the man goes silent and does not respond to your words. You come to a chilling realization he will now spend his life here alone, without anyone to exchange stories. Old traditions are forgotten in these hard times, and no new keepers will come through the wyrdness-covered trails. You respectfully retreat from the tower.

Each Party member gains 1 and 1 **Exp**. Gain part 6 of the "**Helping Hand**" status. Exploration ends.

345

Lancelot breaks down and reveals his subterfuge – he convinced Neante to bring the true Grail north, to the Tombs of the Order, for a critical ceremony he wanted to perform. She departed with a retinue of knights, and so far, he hasn't received any words from the Tombs.

Listening, you hear the worry in Lancelot's voice. What were his knights to do?

CONGRATULATIONS! You've completed your Quest and your current Chapter!

Each player gains 2 **Exp** and 1 **Magic**. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4A** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

346

Resolve the "**Abhartach**" purple Encounter (Difficulty 3). If you win, go to Verse 354. Otherwise, Exploration ends.

350

As you approach the tunnel exit, you stumble upon the rest of your friends, running in the opposite direction. Breathing heavily, they tell you they've seen armed forces converging upon the Fernsea and came to warn you. Together, you head to the exit of the tunnels, hearing a low hum that seems to grow louder with every step. It almost feels as if Fernsea turned into a storm-torn ocean above you. As soon as the daylight envelops you, this hum splits into sounds of human cries and dying horses. A young squire with an arrow in his back lies at your feet in the mouth of the cavern. A battle rages before you!

Every Character not in Fernsea (**153**) loses 1 . Move these Characters to Fernsea immediately. They join the rest of the Characters in this Exploration and form a single Party.

Go to Verse 414.

352

Congratulations! You've found your first Secret.

Return to the start of the Journal.

354

The small, ugly body of the dwarf lies on the ground, but you know his soul has not perished and now seeks some human child or animal. It will alter it, and soon, it will become as twisted and powerful as ever. The traveler knows nothing of this and begins to search the dwarf's broch for worthless pieces of golden junk.

Each Party member gains 2 **Wealth**. Exploration ends.

355

You check the feces and discover they must have gathered here for centuries. The windowsills ground down by the talons of landing birds confirm your theory. These ruins must be older than the human presence on Avalon!

Gain part 1 of the "**Farpoint Clues**" status. Exploration ends.

359

Cosuil was disappointed her ritual didn't work, but then you focus the island's powers into the symbols she wrote. The stones greedily drink the magic. The mist disperses, and you suddenly feel safer.

Each Party member gains 1 **Rep**. Put a new Menhir model on this Location and set its Dial to **5** (-1 per player). If there aren't enough models left, take it from another location of your choice. Go to Verse 229 in the Book of Secrets.

360

Your ceaseless assault eventually pushes Arthur right to the edge of the well. Gaheris charges his king one last time. They grapple for a moment until they both lose their footing and tumble into the well.

The red substance boils. Sudden tremors rip through the Citadel.

"We must go!" Morgaine cries, weaving a spell. "Find me in Kamelot. If you survive, that is."

She disappears in a cloud of wyrdness, and you're left alone in the increasingly unstable heart of Tuathan. Time to leave!

Go to Verse 610.

366

The similarities between this charm and the talisman you found on Yvain's body become instantly apparent. Could it be that many so-called champions met their doom over the years, equipped with paltry trinkets like this one? Where did they get them from? You have a suspicion.

New Taks: confront Pale Lady with both talismans.

Go back to Verse 17 in the Fernsea (**153**) Exploration Journal.

377

It is dark here. You try to move, but you can't. You try to scream, but only bubbles emerge from your mouth, floating upwards. You must be deep underwater. You look around. There are ruins beneath your feet and an irregular pile beside it. The longer you watch, the more details you perceive. The structure looks like an arbor made of webby stone. And the pile is made of bones – thousands of them! Then, a shadowy figure emerges from between the bones and approaches you with incredible speed!

Gain the "**Deep Secret**" status. Resolve the "**Fore-dweller Spirit**" purple Encounter (Difficulty 3). Regardless of the result, the Nightmare ends.

385

An opalizing glint catches your eye. You walk up to a pile of old household items and push them aside, revealing a small hammer and a set of chisels made from strange, ancient metal. You try to contain your excitement, but the hag already noticed you want these tools. She asks for a sum that – in her mind – must seem astronomical.

You may pay 2 Wealth to gain the "**Stoneshaper's Tools**" Secret card (**58**), if you **don't have** it yet. Then, Exploration ends.

388

You dispose of the knight quickly enough, but Morgaine seems unphased.

"You see, I know the secret of wyrdness. I know how to shape it to my will. Observe."

Before you can interrupt her, she surrounds herself, and her knight, with a cloud of pure wyrdness. Seconds later, Gaheris rises once more – stronger and much, much stranger.

Resolve the "**Returned Gaheris**" purple Encounter in Verse **444**.

390

You climb up the gully wall and stand on the higher ground. You start to speak...

Add your to the number of acquired parts of the "**Diplomatic Mission**" status. If you are **Beor**, add 1 (as a blacksmith, the townsfolk respect you). Then, roll a die and add the result. You may reroll the die any number of times, paying 2 Rep per reroll.

If your result was:

1-6 – Go to Verse 107 in the Book of Secrets.

7+ – If there is a Quest Token on Location **135**, go to Verse 220 in the Book of Secrets. If there is a Quest Token on Location **134**, go to Verse 306 in the Book of Secrets.

395

Lancelot speaks to someone – you can't see them.

"...Order is gone," he says slowly. "So many knights missing! Gaheris tries his best in the Borough. Bors has gone to the western farmholds to stop the war. Bedivere and Palamedes are on a mission up north. Gawain went after them to help. Agravain investigates unsettling rumors about Fore-dwellers near Longbarrow. Gerraint died – Moonring druids must name his replacement, but they are locked in an unfruitful debate. Lamorak must be on the coast, near the Horns, looking for a path westward. Galahad is presumed dead since he abandoned the Round Table – but we don't have his insignia, so we can't name his descendant. The Order of the Round Table is on the verge of destruction! I can't leave Kamelot. If you find my knights, send them home."

Each Party member gains 1 . Go back to Verse 163.

396

If you end this Encounter without winning or failing, Exploration ends. Ignore the "**Distrust**" Secret card (**42**) during this Encounter, if it is in play.

405

With all the evidence and bits of information you've uncovered, you know enough to hazard a guess as to the entire story of the first expedition.

Confident and full of hope, they were led by Lord Yvain to the one place he thought might have a solution for Cuanacht's ills: Kamelot. But with this ancient seat of power in disarray, Yvain's expedition couldn't secure any help. Instead, Morgaine sent them chasing a wild dream: the Grail lost in the Fore-dweller capital six hundred years ago.

The group traversed the island and attempted to enter Tuathan through the Valley of Guardians. There, they suffered

their first casualty, as Aubert fell prey to the malignant powers of the vale. The rest of the party retreated to look for another path. They eventually found one in Timberwall, though getting there wasn't easy because of the war enveloping the island. The Cuanacht champions switched sides, broke into King's Hall, and entered the twisted spaces of the Fore-dweller capital.

There, they eventually found what they sought: the Grail. The champions barely escaped with their lives, and a powerful entity chased them to the walls of Tuathan and into the human world.

Barely holding on to their lives, the champions reemerged in the southern part of the island. They hurried eastwards, toward Kamelot, but their pursuer caught up with them on the sacred plains south of Farshire. Yvain was killed covering the retreat. The rest ran in panic and stopped by the Mirror Lake, where the Pale Lady sheltered them. To protect the Grail from her former kin, the Lady created two decoys – two tainted grails to throw the hunter off the trail. The last three remaining members of the expedition – Fael, Neante, and Erfyr – split, each carrying one cup. Fael was the next victim – his Fore-dweller pursuer found him in Tangleroot and claimed his life. Fortunately, the Grail in Fael's possession was a fake.

Neante and Erfyr linked up in Plagued Borough and entered Kamelot. But instead of giving Morgaine the true Grail, they presented her with the decoy. Lancelot asked Neante to bring the real vessel north, to the Tombs of the Order, under heavy escort, hoping to put his plans into motion. Neante agreed while Erfyr headed south, eventually finding his death in the First Farmhold.

In the Tombs, Lancelot's plans were laid bare. He wanted the Grail to bring back Arthur, but his plan failed miserably. Shaken and grieving, Neante fled farther north, discarded the Grail, and eventually settled in the Forest of Whispers; the last living member of what was once a party of hopeful champions.

CONGRATULATIONS! You now know everything about the sad and turbulent quest of the Cuanacht's champions.

If you **don't have** part 9 of the "**Fate of the Expedition**" status, each Character gains 5 Exp. Then, gain part 9 of the "**Fate of the Expedition**" status and continue the game.

410

You approach the source of the shouts. A young woman desperately fights off a wyrdbear! The creature mauls her badly, and she falls to the ground. The beast now focuses on you.

Place a Dial near the Events deck and set it on 5. Resolve the "**Wyrdbear**" green Encounter (Difficulty 2). Decrease the Dial by 1 with each enemy Attack. If you would set it to 0, discard it instead.

If you discard the Dial, Escape or lose Combat – the woman dies; gain part 5 of the "**Cosuil**" Status and Exploration ends.

If you win before the Dial runs out – go to Verse 342 in the Book of Secrets.

412

As you approach the tunnel exit, you hear a low hum that seems to grow louder with every step.

It almost feels as if Fernsea turned into a storm-torn ocean above you. As soon as the daylight envelops you, this hum splits into sounds of human cries and dying horses. A young squire with an arrow in his back lies at your feet in the mouth of the cavern. A battle rages before you!

Go to Verse 414.

413

You enter the hole. As you crawl through, you feel fear and tension leave your body. After a time, you hear splashing water and hushed voices. You emerge in a spacious cavern with a stream flowing through its center. Makeshift tents made of rawhide house a few dozen people talking, playing dice, or lying on the ground. When they spot you, they swarm and start asking you about everything – you, your quest, the world, the weather...

You learn they are travelers who couldn't traverse the Valley, and now can't go back. Some have lived here for many years. They cultivate edible lichen, hunt creatures of the depths, and even have some hens.

- **Show them the unopenable chest** (requires Secret card **2**) – go to Verse 419.
- **Find out why they can't go back** (requires 3) – go to Verse 441.
- **Learn more about these people** – go to Verse 169.
- **Leave the Valley after a short rest** (lose 1) – Exploration ends.

414

You're not sure who's fighting who. At least two separate warbands war with each other, and with soldiers bearing signs of Kamelot. What would cause them to clash so far from human settlements? Unless...

It takes you a moment to realize they should have spotted you a long while ago, if not for a pale sphere that seems to envelop you.

"Don't stand there, fools!" a tall, hooded figure shouts, emerging from behind the rock. "I can't keep this up for long."

You retreat from the battle, afraid to ask any questions, as your savior seems strained to the brink of collapse. You manage to get a hundred paces from the melee when a stray arrow strikes the cloaked figure in the back. Four arms stretch out from under the cloak. The hood falls, revealing long, dark-blue hair. A sharp cry resonates in the air, in the language you don't understand.

The Lady of the Lake lies before you in a pool of blood, just as shocked as you are. You drag her to safety behind one of the rocks, and she gestures for you to lean closer.

Each Party member gains 1 . Go to Verse 485.

415

You fall asleep immediately and spend the night without a single dream. When you wake up, moss and fungi cover you, but removing them is easy enough.

Each Party member Passes the Day. Gain 1 Quest Token. Exploration ends.

416

You reach into the well and drink from it, your eyes closed. You try to ignore wriggling insects and the slippery algae. Suddenly, a feeling of power fills you. You are reinvigorated, even though you can't get rid of a feeling that the worms now crawl inside you.

Each Party member gains 2 Magic, 3 and 4 . Gain 1 Quest Token. Exploration ends.

417

If you **have** Secret card **8**, go to Verse 418. Otherwise, read on:

Morgaine turns to the table, and before you can blink, throws something large and metallic at you.

"Here, catch!"

You instinctively grab the object – and you stumble backward, dumbfounded. A golden goblet lies heavily in your hand. Your head spins. Only after a moment you notice the faint smell of kelp emanating from the cup.

"This is what I busied myself with the entire time: the Grail. Or at least I thought it was. I can sense this Fore-dweller hag, the Lady of the Lake as people call her, meddled with it, and the thing seems almost devoid of power. You can try to ask her, I hear she has a thing for commoners, but somehow, I doubt she'd answer. The Archdruids of Moonring seem like a safer bet. That fat fool Amergin owes me a lot. Take the Grail to his bumbling magnificence and see what he makes of it. Don't worry; I won't let you go empty-handed!"

CONGRATULATIONS! You've completed your Quest and your current Chapter!

Gain the "**Tainted Grail**" Secret card (**8**) and the "**Moonring Mission**" status. Each player Gains 1 Exp and 1 Magic. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4A** Setup card and follow its instructions to begin the next Chapter!

418

She turns to the table, and before you can blink, throws something large and metallic at you.

"Here, catch!"

You instinctively grab the object – and you stumble backward, dumbfounded. A golden goblet lies heavily in your hand, just like the one you already have in your possession! Your head spins. You notice the faint smell of kelp emanating from the cup.

"This is what I busied myself with the entire time: the Grail. Or at least I thought it was, until you brought the second forgery. These Grails were created by this Lady of the Lake. But why now? And did she have the true vessel to copy? That fat fool Archdruid Amergin owes me a lot. Take one of these so-called Grails to his bumbling magnificence and see what he makes of it. Don't worry; I won't let you go empty-handed!"

CONGRATULATIONS! You've completed your Quest and your current Chapter!

Gain the "**Moonring Mission**" status. Each player Gains 1 Exp and 1 Magic. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 4A** Setup card and follow its instructions to begin the next Chapter!

419

When you reveal the box, an older woman approaches you. She is a scholar who established this community along with her now-deceased husband. She tells you this chest originates from the Age of Legends – she has been studying something similar in Kamelot. She takes the chest, tinkers with it for a while, and the lid cracks open. She looks inside, and her face goes pale. You take it from her shaking hands.

There is an old icon representing three scenes – Arthur going into the wyrdness and a Pale Lady standing in the background; the wyrdness swirling around Arthur and entering his body; finally, the Pale Lady laying her hands on the chest of a behemoth in dark armor.

The woman takes the icon from you and throws it down one of the pits.

Remove the "**Disturbing Find**" Secret card (**2**) from the game. Each Party member gains 2 . Gain part 8 of the "**Burning Mystery**" status. Go back to Verse 413.

421

You press your back against the membrane and close your eyes. Its slow pulses calm your nerves. Before you know it, you're half-sunken into the wall of flesh. You struggle, try to break out, but can't. Soon you are fully submerged and start suffocating, but it lasts only for a moment. The membrane spits you out on the other side, choking and bruised.

Each Party member gains 2 , loses 2 and gains 2 Magic. Gain 1 Quest Token. Exploration ends.

423

Resolve the "**False Accusation**" blue Encounter (Difficulty 3). Start this Encounter on the bottom of the Affinity track.

If you win, go to Verse 643.

If you lose, each Party Member loses all , 2 and the "**Crest of the Order**" Secret card (**51**).

Exploration ends.

427

You did it! You pull yourself onto the sword's cross-guard – as wide as a moat. Startled seabirds watch from their nests. You stretch your arms wide as if to embrace the entire island. From here, you can see incredible far-away places: the pale, smooth walls of a Fore-dweller fortress to the north-west, the castle of Kamelot far along the eastern shore, the reflective surface of the Mirror Lake directly to the north, and the sacred druid Moonring behind it.

Then, you discover that many parts of the sword's cross-guard and pommel are still covered in gold!

If you **don't have** part 1 of the "**Hidden Treasures**" status, each Party member gains 1 **Exp** and 2 **Wealth**, and part 1 of the "**Hidden Treasures**" status. Exploration ends.

428

CONGRATULATIONS! You've chosen your ally in the War for Avalon and completed your current Chapter!

Gain part 4 of the "**War for Avalon**" status. Gain Secret card **40**.

New Task: Bring the heir of Farshire to Ultan to advance the conflict **OR** try to find another diplomatic solution.

Hint: If you decide to embezzle Ultan's treasure, you will be unable to ally with him further.

If you are not playing **Chapter 3B**: discard all Event cards, including Active Quests, then either Save your game or draw the **Chapter 3B** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

430

The cover on the ground is disturbed by small footprints leading into and out of the corridor. You follow them and see disarmed traps along the way. Finally, you enter a small, ornamented cavern with an open tomb in the center of it. A desiccated corpse lies inside, fresh flowers in its hands. It is dressed in strange clothes from some faraway land – you have never seen anything like it. There are still some valuables in this place...

Hint: Cosuil must have succeeded in her quest. Now, you must find her somewhere in Avalon and discover what was in the tomb.

- **Rob the grave** – each Party member gains 2 . Gain 4 **Wealth**. Exploration ends.
- **Leave this place in peace. You don't want to disturb the dead** – each Party member loses 2 . Exploration ends.

433

"You are not as perfect as you think you are. But maybe you are good enough?"

If you **have** at least 5 **Rep**, go to Verse 436 in the Book of Secrets. If not, Orrin tells you to think about yourself and bids you farewell – Exploration ends.

434

The problem is solved – at least for now. Residents of Whitening search their homes for the last remaining valuables with which to pay you: family heirlooms, wedding bands, sacred talismans... Should you accept?

Each Party member gains 1 **Exp**. Then, gain either 2 **Wealth** **OR** 2 **Rep**. Exploration ends.

435

You hear a woman's shouts coming from deeper in the forest, mixed with growls of some angry beast.

- **Ignore the screams and go your way** – gain part 5 of the "**Cosuil**" Status. Exploration ends.
- **Help her** – go to Verse 410 in the Book of Secrets.

436

"I think... I think I can trust you. In contrast to the bumbling fools who visited me in the past, you seem to be aware you're no great heroes. You are also kind of wise. You can come in." Orrin invites you to his cramped crannog.

Each Party member gains 2 **Exp**. Gain part 2 of the "**Allies of Avalon**" status. Then, return to Verse 2 in the Exploration Journal of Wyrdedge (**141**).

437

You take the opportunity and jostle through the women to grab Siobhan before she can use her knife. You catch her wrists, then hear chanting from behind you. You look back and see a girl murmuring meaningless words. She points her finger at you – nothing happens. But you were distracted long enough to let Siobhan fulfill her threat. She frees her hands, stabs herself in the chest, and slides to the floor.

The Morgaines wail and curse you. You escape, stunned by the hatred in their voices, surprised they didn't attack you with their dark magic.

Each Party member gains 2 . Go to Verse 154.

438

A woman runs with a wooden chest under her arm. Her eyes are restless, her breath shallow. She gets down to her knees, starts digging through the ruins, and deposits the box there. Then, she sits on the cliff with faces carved on it. She looks down at the ocean, slowly relaxing. Then, she stands up and heads east, toward the wall of wyrdness.

Each Party member gains 1 . Go back to Verse 163.

439

Dozens of furious Falfuarans gather in their village and prepare weapons – they find forlorn swords in their old cellars, transform mundane tools into arms. There are too many of them for you to stop. Together, they set out towards Bundorca.

Several hours later it is over. Many bodies lay scattered around the outer edge of the rival town. Fortunately, not as many as you feared. After the initial assault, warriors from both sides

discovered that killing another human being is an awfully unpleasant thing to do, even when you're full of vengeance and hatred. Bundorca's and Falfuar's chiefs halted their people and spoke for a while. Together, they decided that the best solution is to affiliate Falfuar with Bundorca and try to live under one menhir in spite of their differences.

You are invited to join the wise woman and chief in their discussion. They tell you that the bloodshed is partially your fault, but it did pave way for peace in the end. That is why, despite the tragedy that happened, you are still welcome in Bundorca. Or Faldorca, as it will be named soon.

Each Party member gains 2 and 2 **Exp**.

Gain part 1 of the "**Traveling Menhir**" status. Replace Location **134**, Falfuar, with Location **147**, Abandoned Falfuar. Replace Location **135**, Bundorca, with Location **148**, Faldorca. If the Party is not on Location **148**, move it there. Exploration ends.

440

Aubert is terrified. He looks over his shoulder at the statues of the Valley of Guardians, feeling their piercing gaze deep in his body. They hate him! He is sure of it. They want to kill him.

Aubert crawls, filled with primordial dread. Blood drains from his nose and ears. Though everything around him is still and silent, the man screams. He presses his fist to his ears to prevent bleeding, or maybe to stop hearing. After a while, he lies on the ground. Then, he stops moving.

Each party member gains 1 . Gain part 2 of the "**Fate of the Expedition**" status. Go back to Verse 337.

441

You initially thought they are held here by the power of the statues or perhaps the proximity of Tuathan. But why aren't you affected? You ask around, but everyone answers vaguely. After a while, you realize the actual cause – most of them are ashamed to return defeated or go back to their previous lives. And some still lie to themselves hoping they will one day go farther and find their path into Tuathan. Then, there's the pressure from this strange, enclosed community keeping them together.

Go back to Verse 413.

443

As you reveal the golden object, you feel your head spin. It's the Grail! You have no doubts about it – you've seen its stone rendition in the hands of Cuanacht's menhir.

The surface of the cup is strangely slick, like the skin of a wet fish. It smells of water and kelp.

After a moment, you also notice a small note on the bottom of Fael's bag.

"Our pursuer is relentless. It never sleeps. We had to split up, so at least one of us reaches Kamelot. If you found this note, it means I wasn't the lucky one. Please, visit my home in Whitening and tell my wife everything. I don't want her to wait forever for someone who won't come back.

"I wish you more luck than I had.

"Fael."

Nothing about the Grail – as if it wasn't as important as his parting words to his wife.

CONGRATULATIONS! This ends your current Chapter! Each Party member gains 1 **Exp** and 1 **Magic**

- Gain Secret card **8** and the "**Fael's Legacy**" status.
- Add 1 mark to the "**Something is Watching**" status.
- Discard all Event cards, including any Active Quests.
- You can Save your game. Then, take the **Chapter 3A** Set-up card and follow its instructions to begin **Chapter 3**. Do this even if you're already playing **Chapter 3A**! This will let you pursue another version of this Chapter!

New Task: Deliver Fael's final words to his wife in Whitening.

If you're **Arev** and you **don't have** part 2 of the "**Final Lesson**" status, go back to Verse 13 in the Tangleroot (**114**) Exploration Journal. Otherwise, Exploration ends.

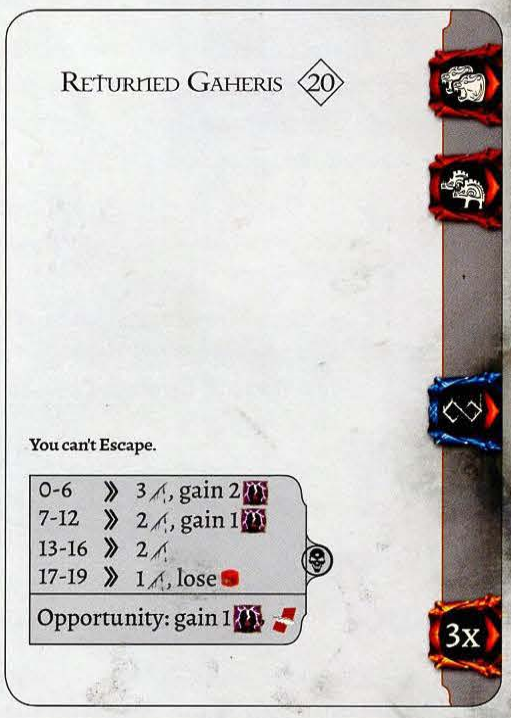
444

You can't Escape from this Combat, even as a result of the "**You Are Dying!**" card. You must fight to the death!

If any Party member runs out of Combat cards during this Encounter, each Party member takes all their discarded Combat cards and shuffles them – they are their new Combat decks; continue the Encounter.

If any Party member has no discarded Combat cards and runs out of Combat cards, remove all cards from the Sequence and shuffle them into their owner's decks.

If you win, go to Verse 24.



446

The pack brims with an oozing substance that smells of kelp and rotten fish. Atop it, there's a barely readable damp note.

"Our pursuer is relentless. It never sleeps. We had to split up, so at least one of us reaches Kamelot. If you found this note, it means I wasn't the lucky one. Please, visit my home in Whitening and tell my wife everything. I don't want her to wait forever for someone who won't come back.

"I wish you more luck than I had.

"Fael."

Gain the "**Fael's Legacy**" status.

New Task: Deliver Fael's final words to his wife in Whitening.

If you're **Arev** and you **don't have** part 2 of the "**Final Lesson**" status, go back to Verse 13 in the Tangleroot (**114**) Exploration Journal. Otherwise, Exploration ends.

451

The group of four heroes enters the strange citadel that hangs upside down from the sky. They go directly to the throne room as if they know the way. They find something there – a shining cup. Neante quickly hides it. Then, Yvain points at something and screams. Erfyr pushes Fael and Neante, and they run. Space itself bends as their pursuer emerges from behind the throne and moves after them.

Each Party member gains 1. Gain part 5 of the "**Fate of the Expedition**" status. Go back to Verse 337.

455

Gain Secret card **18** – it contains the rules for placing Decoys. Discard Secret card **65**.

From now on, the rules for moving the Fore-dweller change:

At the start of each day, move the Fore-dweller model in the direction of the closest Location marked with a decoy. Remove all decoys after the Fore-dweller movement (regardless if he reached the decoy or not).

- If there's no Decoy deployed, instead move the Fore-dweller model one Location in the direction of the closest Character.
- If there are several paths of equal length or several Characters within the same range, the Fore-Dweller takes a path through Locations with the lowest Location Numbers.

When any Character ends up in the same Location as the Fore-dweller, see Verse 13 in the Book of Secrets for details.

Continue the game.

456

You press your hands against the spikes. They are warm, eager. You clench your fists, almost blacking out from the pain. You don't feel like the sword drinks your blood. Instead, it seems to pump liquid fire through the puncture wounds – a fire that spreads through your veins, reaching every part of the body and causing immense pain.

Another wave of pain comes when you try to remove the blade from the stone. At first, it seems impossible. Then, the sword inches upwards. Morgaine snaps out of her amazement and orders Gaheris to attack. His eagerness to go against the hulking Arthur and you instantly raises suspicion, but his drawn weapon leaves you little choice – you must fight.

Resolve the "**Gaheris**" gray Encounter in Verse **480**.

457

Neante speaks with King's Hall guards, while Yvain and Fael sneak behind them. They knock soldiers out, and the group enters the Hall. They emerge on the other side of the wyrdstone wall, confused and scared by the shifting scenery of Tuathan.

Each Party member gains 1. Gain part 3 of the "**Fate of the Expedition**" status. Go back to Verse 337.

460

She saw you are more than capable. You helped her twice, and now, you proved you can drive off wyrdness. She is impressed and gladly joins you.

Gain "**Cosuil, the Restless**" Secret card (**37**). Exploration ends.

462

How much did you sacrifice?

0-2 – *You tried to forge something, but used too little blood.* Gain 1 Quest Token. Exploration ends.

3-5 – *You formed your blood into beautiful rubies.* Each Party member gains 1. Gain 6 **Wealth**. Gain 1 Quest Token. Exploration ends.

6+ – *You managed to craft something special!* Gain one of the following, if available: Crawling Ring (Secret card **39**), Fore-dweller Bauble (Secret card **44**), Runic Sword Item, Masterwork Armor Item, or 8 **Wealth**. Then, each Party member gains 1 and 1 Exp. Gain 1 Quest Token. Exploration ends.

463

You spend hours examining the bricks, plants, and soil of this place. You expose them to wyrdness and your magic. In the end, you learn the red ferns wither as soon as they get anywhere near wyrdness. You have seen clumps of these plants before, in other parts of the island. You can use this knowledge to find paces safe from Wyrdness.

If you **don't have** the "**Redfern Discovery**" Secret card (**47**), each Character gains 2 **Exp** and a "**Redfern Discovery**" Secret card (**47**). **Remember:** this Secret affects all Characters! Exploration ends.

466

You are falling, but you seem to be slowing down. Suddenly, you see only darkness. Wet, cold tendrils touch your skin. You cringe in disgust but can't do anything to stop them. Then, intense light disperses the shadows, and you find yourself standing in the center of an empty plaza.

Each Party member gains 3, loses 2 and loses 2. Gain 1 Quest Token. Exploration ends.

468

Resolve the "**Convince Lancelot**" blue Encounter in Verse **507**.

470

Gain the "**Matricide**" status. Go to Verse 484.

471

If you **have** part 5 of the "**Cosuil**" status, you only see a small child playing on a meadow. Go back to Verse 163.

If you **have** part 4 of the "**Cosuil**" status, go to Verse 287.

If you **have** part 2 of the "**Cosuil**" status, go to Verse 250.

If you **have** part 1 of the "**Cosuil**" status, go to Verse 221.

472

Siobhan is here, among the women, her hair now just as black as theirs. She says she paid the people of Cuanacht to cover her escape. She's had enough of her mother and decided to go to Kamelot and train to become the next Morgaine. The other women close ranks. They will defend her to the death. She presses a dagger to her heart – you will not take her alive.

Gain part 2 of the "**Final Confrontations**" status.

- **Try to seize her** – go to Secret C (**437**).
- **Let her be** – go to Secret D (**154**).

474

Toss a Dial (if you **have** Secret card **78**, resolve the Skull effect instead):

Grail – *This place is incredible. You toy for a while with its unique ability to repair and restore things.* Each Party member gains 1. Gain 1 Quest Token. Exploration ends.

Skull – *The place suddenly breaks down. The water globe falls. The buildings collapse. What's worse, your old wounds reopen, exhaustion sinks in, and your food spoils.* Each Party member loses 2 and gains 2. Lose 1 Food per Party member. Gain 1 Quest Token. Exploration ends.

475

Gain the "**Morgaine's Task**" status.

If you're playing **Chapter 3A**, rebuild your Event deck: discard all Event cards, find all Parts of **Chapter 3A** and stack them from 5 (bottom) to 1(top). Then, discard cards from top of the Event deck until **Chapter 3A: part 3** is on top. Draw and resolve **Chapter 3A Part 3** card.

Otherwise, read on:

CONGRATULATIONS! This ends your current Chapter! Each player gains Gain 2 Exp.

Discard all Event cards, including any Active Quests. You can now Save your game or take the **Chapter 3A** setup card and follow its instructions to begin this Chapter.

479

Go to Verse 756.

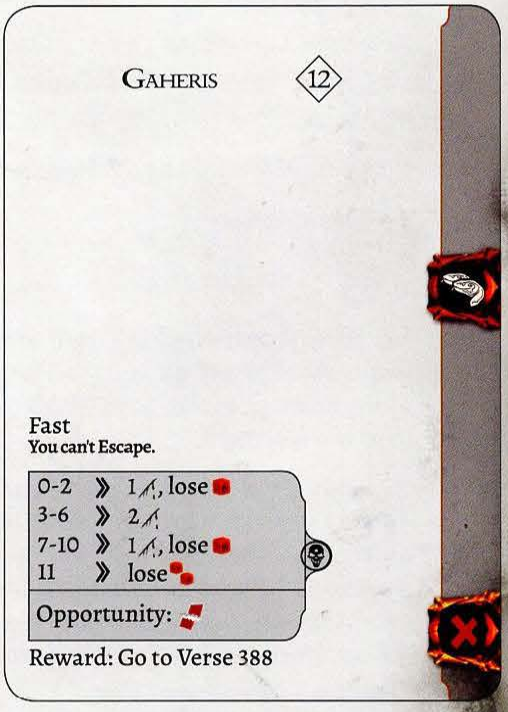
480

You can't Escape from this Combat, even as a result of the "**You Are Dying!**" card. You must fight to the death!

If any Party member runs out of Combat cards during this Encounter, each Party member takes all their discarded Combat cards and shuffles them – they are their new Combat decks; continue the Encounter.

If any Party member has no discarded Combat cards and runs out of Combat cards, remove all cards from the Sequence and shuffle them into their owner's Combat decks.

If you win, go to Verse 388.



481

"There's a human called Orrin... Merlin's descendant who was in the city. Find his crannog, beyond the sacred plains, south of the place your people call Farshire. You can also ask the last of your compatriots, Priestess Neante, in the Whispering Forest. And if you can... south of Kamelot, there's a shimmering beach. Our relic can be found just offshore. It will... help..."

Pale Lady is barely conscious now. "You must go," she says. "Go... before someone finds you. I will rest... here".

Gain the "**Deep Secret**" status, if you don't have it yet.

- **Insist on helping her** – go to Verse 132.
- **Leave** – go to Verse 470.

482

You see an arbor – or is it a chapel? – built on the water just off the coast. A four-armed silhouette stands under its webby roof. You can't see clearly against the background of the rising sun. The figure spreads its hands and howls. Then, a dark cloud emerges from its head, and the silhouette falls limply into the sea. Black mist swirls and flies toward the sun.

If you **have** the "**Deep Secret**" status, gain 2 **Magic**.

Otherwise, gain the "**Deep Secret**" status. Exploration ends.

483

Return to Verse 8 in the Exploration Journal of Wyrdedge (**141**).

484

Each Party member gains 1 **Exp** and 1 **Rep**.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 6** Setup card and follow its instructions to begin the next Chapter!

New task: Ask sorcerer Orrin or Neante, priestess of the first expedition, about their experiences in Tuathan, make Orrin help you, or find a way into the city on your own.

New task: Recover the Burial Mask from the Shimmering Flats.

Exploration ends.

485

Her voice growing weaker with each second, Pale Lady explains that spies of all major powers of Avalon caught wind of the location of the Grail. Then, their forces swiftly moved in to intercept it.

"The cup... I did not object when your friends took it from Tuathan. I even agreed to help them. But the knights – they did an unspeakable thing. And now the Grail causes even more bloodshed. The cup solves nothing. It will not save the menhirs or bring peace. It will only bring the end faster. You must place it back where it belongs, where it all started – in the heart of Tuathan. Do you understand?"

You're speechless. The thought of penetrating the pure wyrdness of the Fore-dweller capital seems outlandish. You want to ask a hundred questions, but it doesn't seem the Pale Lady will be able to answer more than one...

- **Accept and ask her how to get into the Tuathan** – go to Verse 481.
- **Refuse to take the cup to Tuathan** – go to Verse 494.

486

"You are not as perfect as you think you are. But maybe you are good enough?"

If you **have** at least 5 **Rep**, go to Verse 436 in the Book of Secrets. If not, Orrin tells you to think about yourself and bids you farewell – Exploration ends.

487

The town is in disarray. Many people are bleeding from cracks their skin. The Red Death is here! You wonder if this has anything to do with the young pair of lovers...

Each Party member gains 2 . Gain part 9 of the "**Left Behind**" status, if you **don't have** it yet. Exploration ends.

488

The knights are shocked, even more so when you bring them a wagonful of supplies. They promise to let in and provide shelter to any group you send here.

Gain part 4 of the "**Last Haven**" status. Each Character gains 2 **Exp**. Exploration ends.

489

Your battle is worthy of songs, but Agravain isn't pleased. To his dismay, the Reclaimer is just as silent and stubborn and dies before letting out a single word.

- **Convince Agravain he must head home now** – gain part 5 of the "**Restoring the Order**" status. Exploration ends.
- **Convince Agravain he must carry on with his quest** – gain part 5 of the "**Fall of Chivalry**" status. Exploration ends.

490

Still dazed by the unexpected honor, you walk away from the meeting, immersed in your thoughts – only to be caught unaware by a man's face forming out of the mud in a wayside puddle. Even though its features are barely recognizable, the voice you hear when it starts speaking is unmistakably Orrin's.

"I guess I was wrong," he says. "I watched you for a while. You are different than the others. Come back to me, then. I'll teach you everything I know about Tuathan."

Before you can answer, the face disappears.

New Task: return to Orrin to learn more about Tuathan.

494

"There's no time to quarrel," she sighs. She touches a long finger to your forehead, and for a moment you feel a sharp pain as if she burned a hole in your skull. Then – you see everything. Wars and crusades for the Grail. Fore-dweller sentries crawling out of Tuathan to reclaim their property. Finally, a curtain of wyrdness that mercifully falls, cutting this tragedy in its final act.

Pale Lady is barely conscious now. "You must go," she says. "Go... before someone finds you. I will rest... here".

- **Insist on helping her** – go to Verse 132.
- **Leave** – go to Verse 470.

500

You have fallen prey to the dangers of Avalon, and your quest is forfeit. But this is not the end of your saga. The Allmother herself, who was watching your trials and tribulations, decides to intervene, even though bringing you to life causes chaos in the already fraying time continuity.

Gain the "**Saved by the Goddess**" status.

If you choose to invoke the Allmother's mercy and restart this Chapter, reset your , , and tracks to their default positions.

Discard all Location cards along with Menhirs and Guardians. Then:

Do not change your Events deck! You're continuing the last quest you were on.

Chapter 1 – restart the Campaign.

Chapter 2 – prepare the Location **107** or the Location **106** (choose only one of them), place all Characters and a Menhir there and set its Dial to **8** (-1 per player). Then, each Character resets their **Food**, **Magic**, and **Wealth** to 2, and loses all **Exp**.

Chapter 3A – prepare the Location **115** (or Location **125** if Location **115** is removed from the game), place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food** and **Magic** to 2, and **Wealth** to 1. Each Character loses 1 point of an Attribute of their choice.

Chapter 3B – prepare the Location **111**, place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Wealth** and **Magic** to 2, and **Food** to 1. Each Character loses 1 point of an Attribute of their choice.

Chapter 4A – prepare the Location **115** (or Location **125** if Location **115** is removed from the game), place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth** and **Magic** to 2. Each Character loses 1 point of an Attribute of their choice.

Chapter 4B – prepare the Location **111**, place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth**, and **Magic** to 2. Each Character loses 1 point of an Attribute of their choice.

Chapter 5 – prepare the Location **135** (or Location **148** if Location **135** is removed from the game), place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth**, and **Magic** to 2. Each Character loses all **Exp** and discards all Items but 1.

Chapter 6 – prepare the Location **132** or **155** (choose only one of them), place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth**, and **Magic** to 1. Each Character loses 1 point of an Attribute of their choice.

Chapter 7 – prepare the Location **118**, place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth**, and **Magic** to 2. Each Character loses all **Exp**.

Chapter 8 – prepare the game space, as described in Verse 605. Then, each Character resets their **Food** and **Magic** to 6, and **Wealth** to 2. Each Character loses all **Exp**.

Chapter 9 – prepare the Location **185** and place all Characters there. Then, each Character resets their **Food** and **Magic** to 10, and **Wealth** to 2. Each Character loses all **Exp**. Gain the "**Mind-numbing Draught**" Item (only 1, regardless of the number of players).

Chapter 10 – prepare the Location **132**, place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth** and **Magic** to 3. Each Character loses 1 point of an Attribute of their choice and loses all **Exp**.

Chapter 11 – prepare the Location **111**, place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth**, and **Magic** to 3. Each Character loses 1 point of an Attribute of their choice and loses all **Exp**.

Chapter 12-15 – prepare the Location **121** or **132** or **140** (choose only one of them), place all Characters and a Menhir there and set its Dial to **7** (-1 per player). Then, each Character resets their **Food**, **Wealth**, and **Magic** to 3. Each Character loses 1 point of an Attribute of their choice and loses all **Exp**.

Then, resolve the Start of the Day and continue the game.

IMPORTANT: using the All-mother's Mercy does not roll back time! Your actions may have already changed the world and cannot be rolled back. Therefore, it may be impossible for you to play Chapter differently than on your first attempt.

507

508

"No!" Morgaine cries out. "Don't you see what he's trying to do? If you remove the sword, this Kamelot will drown in the wyrdness, with us inside. The heart of Tuathan will belong to the Fore-dwellers once again. You will undo everything humans stood for!"

As she speaks, her knight moves toward you. You have little time to decide.

- **Continue to remove the sword from the stone** – go to Verse 456.
- **Step back and let Morgaine and Arthur settle this between themselves** – go to Verse 520.

512

"I've been looking for you," a breathless man shouts, approaching you. "I'm supposed to deliver this."

The courier gives you a letter with a wax seal representing the Grail. You break it and start reading: "The Order of the Round Table calls for your presence in Kamelot, where you will be rewarded for your contribution to our cause."

Gain part 8 of the "**Restoring the Order**" status.

New task: Return to Kamelot (**190**) and attend the meeting of the Round Table to conclude this storyline.

513

Go to Verse 756.

515

As you wander through the plains shrouded in ominous mists, you see a lone figure kneeling before the tilted menhir. A spear protrudes from the ground nearby. A pouch full of scrolls and candles hangs from the shaft together with a magnificent saber. When you come closer, you recognize the figure: Cosuil!

The woman turns around and smiles. She seems tougher, stronger, and more experienced than before. She greets you like an old friend and asks you to give her a moment. She prepares a ritual you know well – she tries to rekindle this menhir. She does everything correctly, but the ritual doesn't work. She lacks the required magic; you can quickly tell that.

- **Infuse the Menhir with your power** – pay 2 Magic and go to Verse 359.
- **Don't do anything** – go to Verse 229.

520

Morgaine slowly walks toward the behemoth, Gaheris by her side.

"What you're attempting here won't fix the mistakes of the past," she says to Arthur. "What was done was done. We must focus on the present to build a better future. Your knights were wrong to wake you. Go back to sleep, my king."

Arthur lets out a single, bellowing roar, and stands between Morgaine and the sword. With sadness in her eyes, Morgaine turns toward you.

"Please. Help us put him to rest this final time. In exchange, I promise to tell you everything about this place. About your origins."

Arthur is unable to respond, but he looks at you and once more softly gestures toward Excalibur, embedded in the block of wyrdstone.

- **Accept Morgaine's deal and attack Arthur** – go to Verse 541.
- **Change your mind and attempt to draw the sword** – go to Verse 508.
- **Do nothing and leave** (this ends your Chapter!) – *You walk out of the room, and then out of the citadel. This is not your story.* Go to Verse 610.

521

You reach a closed wing of the castle and discover it is home to several women of all ages. All of them have their hair dyed black. As you enter their study, many of the younger read and learn from old codices, while older ones tutor them on matters of politic, statecraft, witchcraft, and war. They are shocked by your sudden appearance. Then, one of them, the oldest, approaches you and calls you by your name. She comes from your town! She knows who you are and explains to you what's happening here.

All these women are Morgaine. She was never the demigod she claimed to be, just a woman surrounded by supernatural, immortal powers such as Arthur, the Pale Lady, and the everlasting Round Table. She had to do what she could to remain and be a pragmatic counterweight to these forces. She had to survive longer than a mere human life.

That's why, for centuries, Morgaines gathered the most intelligent and gifted girls from all over the island, bringing them to this secret school that both trained their replacements and served as their council. Under close guard, and with the help of dark arts, Morgaines managed to keep this elite school a secret.

If you **have** part 2 of the "**Pathfinder**" status and **don't have** part 2 of the "**Final Confrontations**" status, go to Verse 472.

If you **have** part 3 of the "**Pathfinder**" status, go to Verse 316.

Otherwise, you retreat from the study. Exploration ends.

522

The village is in a better state than ever. People are moving briskly and children are playing in the village square. You are greeted by a pair of aged men who thanks you for showing them the proper way of living. When you walk away, you see them smiling and holding hands.

Each Party member gains 2 Exp and 3 Rep. Go back to Verse 12 in the Whitening (**107**) Exploration Journal.

523

Go to Verse 756.

524

You squeeze through the corridor filled with debris and end up in an open space with dark-skinned bodies in yellowish robes lying on the floor. These must have been the priestesses of this place. Suddenly, one of the corpses starts moving!

Each Party member gains 1. Resolve the "**Bog Maiden**" green Encounter (Difficulty 3).

Then, Exploration ends – other bodies begin to rise, and they are soon too numerous to fight. You must return later.

525

"I've been looking for you," a breathless man shouts approaching you. "I'm supposed to deliver this."

The courier gives you a letter with a wax seal representing a sickle. You break it and start reading: "The Council of Commons requests your urgent presence in the Free Borough of Kamelot."

Gain part 8 of the "**Fall of Chivalry**" status.

New task: Return to Plagued Borough (**138**) or Quiet Borough (**142**) and attend the meeting of the Council of Commons to conclude this storyline.

526

It turns out you visited Amergin just before the druids performed the final ritual. You decide to stay and see it through. Amergin leads some of his most experienced druids to the battlefield, where you first spotted the preparations. The rite is surprisingly short.

Dead, rotten bodies begin to shiver, and then stand up. You see smiles on the druids' faces, but then – terror. Dead bodies fall to the blood-soaked ground, and the wrathful spirits attack. It wasn't reasonable to let an amential Archdruid raise dead.

Each Party member gains 3, loses 2 and gains 2 Exp. Then, resolve the "**Slaugh**" purple Encounter (Difficulty 4). Start Combat with 4 markers in Combat Pool. Exploration ends.

530

You barely recall what happened later. The blue sky of the human world was so close, but your strength faded even faster. Eventually, you lost consciousness.

You wake in a small infirmary, on a low bunk, choking on the smell of healing herbs and incense. A bearded face that seems somehow familiar leans over you. Have you met him? Or is your memory corrupted by your long stay in Tuathan?

"You took your sweet time, you know. The commander started doubting my skills."

You nod to Orrin, the last Merlin's apprentice in Avalon, as you're too weak to say anything. He continues:

"You were found at the mouth of the Valley of Guardians, half-naked and half-dead. The patrol thought you were some new wyrdspawn and wanted to finish you off. Fortunately, the commander of the Longbarrow was wiser. A lot has happened since you went into Tuathan – but we'll speak of it later. For now, rest and regain your strength."

Each player discards all but 2 Items (do not include any Secrets!). Each Character gains 4 loses 4 and restores their to full. Gain the "**Winds of Wyrdness**" status. Discard the "**Disturbed Rest**" Secret card (**67**).

Create your starting section of the map:

1) Remove all Tuathan location cards from the table, including the Heart of Tuathan.

2) Place the Longbarrow Location card (**151**) in the middle. Place all Characters there.

3) Attach the Valley of Guardians (**150**), and Serene Visage (**132**) to Longbarrow.

4) Place a Menhir in Serene Visage and set it to **8** (-1 per player).

Now, go to Verse 7 in the Book of Secrets.

531

The tunnel is long and winding. Porous, strangely warm wyrdstone seems to squeeze you tighter and tighter. The thought that the walls will eventually close around you, and that you will be stuck in hot, humid air, screaming for help that will never come, sends your heart racing. Eventually, you see something at the other end...

Each Character with fewer than 2 gains 1. Go to Verse 605.

533

As Orrin prepares to finish the ritual, he has one last thing to say.

"You will be alone soon, wielding a power no one else in Avalon has. I will not be there to guide you, so for the sake of everything that happened, please put this power to good use."

He sighs and continues: "People of your town trusted in Kamelot. Kamelot trusted in Arthur and the Grail. But it all led to naught. They were all mistaken. We shouldn't look for our salvation behind us, in kings of old or forgotten relics. We shouldn't repeat the cycles of old. The only hope is ahead, hidden somewhere among the secrets of this island. Please, make good use of your time and tools, and maybe the fall of Avalon won't be the end of us all."

Orrin hugs you warmly and then reclines on the rough menhir-like shape. A sharp knife flashes. Blood quickly leaves the old man's body and drains into the stone. Soon, you are alone, with a faintly glowing, ominous menhir before you.

Each Character gains 1 and 2 Exp. Discard Secret card **14**. Gain Secret card **15**.

CONGRATULATIONS! You've completed this Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 11** Setup card and follow its instructions to begin the next Chapter!

541

Resolve the special "**King Arthur**" gray Encounter in Verse **609**.

550

You find the beast with its head in the cart, snarling and munching. Suspecting the worst, you make short work of it. With your heart in your throat, you approach the cart, while the woman gets in your way to thank you. Bracing for the worst, you gently push her aside and lift the canvas side of the cart. There's nothing here. Just a broken barrel of pickled herring and several packs of everyday wares. You turn in anger toward the woman.

Embarrassed and afraid, she explains she never had any children on the wagon. But the merchandise inside is all she has. Without, she'd become a homeless vagabond.

- **Rob her blind** – *There's a lot of unguarded wealth here!* Gain 6 **Wealth**, 4 **Food**, and 2 Items. Each Party member gains 1 for each point of their . Exploration ends.
- **Demand fair payment** – *Killing a wyrdbear is not a small task. You deserve compensation.* Gain 3 **Wealth** and 1 Item. Exploration ends.
- **Say goodbye and leave** – *Life is hard for her as it is.* Exploration ends

551

You spend a day patrolling the border with silent Agravain. Then, you set up the night-time ambush by the end of the valley. When a looming, four-armed figure appears in the distance, Agravain is ecstatic.

"You bring luck!" he says, unsheathing his sword.

You are less thrilled. The figure looks like one of the legendary Fore-dweller reclaimers, who were the bane of humans in the Age of Legends.

- **Escape** – *Agravain balks at your cowardice and heads into the fight alone.* Each Party member loses 1 and gains 1 . Gain part 5 of the "**Fall of Chivalry**" status.
- **Fight** – draw and resolve the Reclaimer purple Encounter (Difficulty 4). Place 6 markers in the Combat Pool at the start of the fight.

  If you win, go to Verse 489 in the Book of Secrets.

  If you lose or escape, gain part 5 of the "**Fall of Chivalry**" status. Exploration ends.

553

You sneak into the vast room, its walls lined with shelves packed tight with tomes and codices from ancient times. In the center, there are three writing desks used to copy books. You ignore them and approach an ironclad bookcase.

You break the lock – Morgaine probably thought Kamelot's walls and her fearsome reputation would suffice at keeping thieves away. One look at the bindings of human skin assures you this is what you came for.

Each Party members loses all . Gain part 5 of the "**Final Confrontations**" status. Go to Secret D (**154**).

555

As you approach, Arthur steps to the side, revealing what occupied him when you entered the chamber. The legendary blade, Excalibur, protrudes from the pulsating chunk of wyrdstone at the end of the room. In silence, the hulking giant presents you his hands – pierced and torn, but with nary a drop of blood. He gestures toward the sword in the wyrdstone, with its spike-covered grip you've heard so many times about.

Excalibur, the witchblade of ancient homelands, said to bring incredible power at an incredible cost, awaits your hand. However, before you have a chance to approach it, a mocking voice sounds in the dark:

"So here you are, my king. Oh, what a sight you are."

Morgaine enters the room, with a smirking knight of the Round Table, Gaheris, at her side. The king pierces you with a sad look.

"No, these fools didn't know," Morgaine explains. "I followed them since they've entered this place. I knew they would be drawn here. To their birthplace. The place where your rule failed."

Gain part 5 of the "**Burning Mystery**" status.

- **Retrieve Excalibur at Arthur's request** – pick a Character who will attempt this and place a Quest token on their Character Tray to mark your choice. Go to Verse 508.
- **Step back and let Morgaine and Arthur settle this between themselves** – go to Verse 520.

560

Each Character gains 2 and loses 1 Item and 2 **Magic**. Then, each Party member must choose one of the following, in any order:

- **Save your life** – Keep a total amount of **Wealth** and **Food** equal to the sum of your two highest Attributes. Discard the rest.
- **Save your belongings** – Lose 8 reduced by the value of your highest Attribute. Keep no more than 16 **Wealth** and **Food**, discard the rest.
- **Save your friends** - Lose 2 . Keep a total amount of **Wealth** and **Food** equal to your highest Attribute. One Character of your choice doesn't have to make their own choice from this list.

Place Special Event A on top of the Event deck. Then, place 7 (-1 per player) Random Events on top of it.

Exploration ends.

571

Orrin shakes his head with a sad smile.

"I appreciate this, I do. But if you haven't noticed yet, you're not as mundane as you think you are. Your life essence is unlike any I've seen before. Unruly. Resilient. It will not remain bound. It will find a way to leave the stone and return to the world. No. It must be me."

Each Party member gains 1 and 1 **Exp**. Go to Verse 533

605

Your eyes burn as you emerge into the shifting expanses of Tuathan, where structures of impossible complexity stick out of pure wyrdness in different directions. Your sense of distance fails, just like your sense of what's up and down. Gusts of warm wind bring hundreds of unusual smells. Getting anywhere here will be a challenge.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 8** Setup card and follow its instructions to begin the next Chapter!

If the Quest Dial on the "**Hunted**" Secret card (**13**) is set to:

1-2 – nothing happens

3 – gain part 1 of the "**Escalation**" status

4 – gain part 2 of the "**Escalation**" status

5+ – gain part 3 of the "**Escalation**" status

Discard the "**Hunted!**" Secret card (**13**). Your pursuer won't follow you into the city – remove the Fore-dweller model from the table. Shuffle the Fore-dweller card back into the Purple Encounter deck.

Discard the "**Quest for Elder Powers**" Secret card (**65**), if you have it. Gain the "**Disturbed Rest**" Secret card (**67**).

From now on, you travel through Tuathan. Refer to the following rules for more details.

Tuathan Rules

Starting your journey

As you enter Tuathan, shuffle all five Tuathan cards (**199**) and place them in a pile, map-side up. Take a card from the top of this pile and attach it to the Location you entered from (either Riverfall or Timberwall).

Flip this card rule-side up and place all your Characters on this card. Then, discard any other Location cards, including any active Menhirs.

You may not exit Tuathan unless the Journal says so! Any other means of Travel or Movement (including items such as Shadow-soaked Scroll) cannot take you out of Tuathan.

Progressing through Tuathan

Tuathan Location cards are not connected to one another. To progress deeper into (or out of) this city, you will have to perform the second action found on the back of your Tuathan Location. This action requires Quest tokens, representing your knowledge of the city, that you can gather from random events visited with the help of the first action.

IMPORTANT: each Tuathan Location card also modifies one basic rule of the game. These changes apply from the moment you flip the card rules-side up, to the moment your Character leaves the card and flips it back.

Menhirs in Tuathan

There are no Menhirs in Tuathan. You are submerged in primal wyrdness. All locations cards stay on the table until you are asked to remove them.

Events in Tuathan

Whenever you draw a Random Event in Tuathan, discard it face-down without reading or resolving its rules.

In Tuathan, Random Event cards only serve to count the days of your travel.

IMPORTANT: numbered Story Event cards or special Events are still resolved according to normal rules.

Resting in Tuathan (2-4 players only)

Strange things happen whenever you try to rest in Tuathan. Replace the standard Rest procedure with the following:

Eat 1 **Food**. If you **don't have** enough **Food** or you do not want to eat it now, drop your to 0. If it's already at 0, lose 1 instead.

Now, roll a die twice (you can't modify these rolls), first for your , then for your , and check the following results:

1-2 – Gain 1 point

3 – Gain 2 points

4-5 – Lose 1 point.

6 – Gain 1 Resource (**Food**, **Wealth** or **Magic**) of your choice.

Now, continue your game!

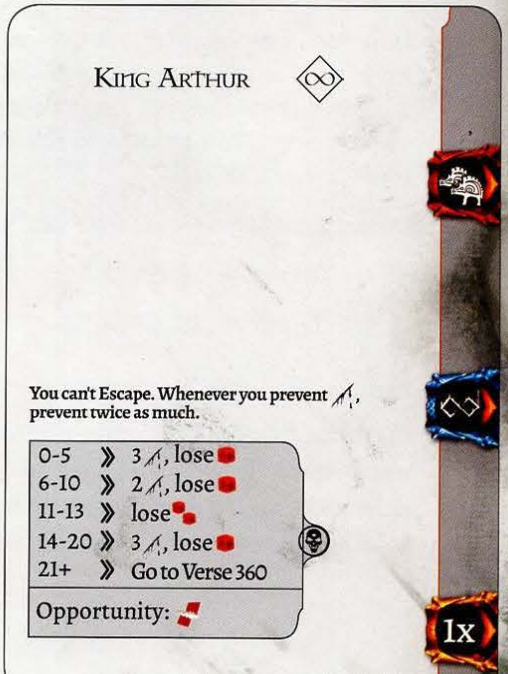
609

You can't Escape from this Combat, even as a result of the "**You Are Dying!**" card.

You must fight to the death!

If you run out of Combat cards during this Encounter, take all your Combat cards (from the Sequence and discarded ones), shuffle them – they are your new Combat deck and continue the Encounter.

When the Encounter ends, go to Verse 360.


King Arthur
You can't Escape. Whenever you prevent , prevent twice as much.
0-5 » 3 , lose
6-10 » 2 , lose
11-13 » lose
14-20 » 3 , lose
21+ » Go to Verse 360
Opportunity:
1x

610

If you **don't have** the "**True Grail**" Secret card (**7**), go to Verse 612. Otherwise, read on:

There's only one piece of the puzzle left: the warm, golden chalice resting in your hand. What do you want to do with it?

- **Leave the Grail behind, as Pale Lady asked you to** – *Before leaving the castle, you put the Grail in the slot above the throne.* Discard the "**True Grail**" Secret card (**7**), then go to Verse 612.
- **Keep the Grail and go on** – go to Verse 612.

611

You did what you could, searching the island high and low. Now, it's time to put your new knowledge to use.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 14** Setup card and follow its instructions to begin the next Chapter!

612

It's time to leave Tuathan and return to your world. You have a feeling it won't be an easy trek.

If you **have** the "**True Grail**" Secret card (**7**) **OR** if you don't **have the** "**Excalibur**" Secret card (**78**), you feel something stirring around you in Tuathan – gain the "**Reclamation**" status and Secret card **4**.

Remove all Tuathan cards from the table, including the Heart of Tuathan (185). Reshuffle all Tuathan cards, then place one on the table and put all Characters there.

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 9** Setup card and follow its instructions to begin the next Chapter!

622

Have you done enough? And how much is enough when the world itself crumbles around you? You already did more than anyone expected of you. Yet, it's hard to silence a constant voice in your head reminding you there are still those who could use your help.

Do you want to proceed to the final Chapter of this Campaign?

- **Yes** – go to Verse 623.
- **No** – continue the game.

623

CONGRATULATIONS! You've completed your current Chapter! Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 15** Setup card and follow its instructions to begin the next Chapter!

625

As you wonder if his faint smile is the only answer you'll ever get, the king speaks.

"You are just like I was. You think there's a riddle, some ultimate question you must answer, a quest you must complete. But what if the riddle is the very question? So, tell me, traveler, what question do you have?"

- **Ask if he's really Arthur** – go to Verse 234.
- **Ask what he was doing in the Heart of Tuathan** – go to Verse 338.
- **Ask why he came here** – go to Verse 479.
- **Ask what this place is** – go to Verse 513.
- **Ask how to leave this place** – go to Verse 523.
- **Ask about his connection to the Pale Lady** – go to Verse 766.

630

You approach the cauldron ad find a man who died inside it. His skin has flaked off, leaving black wounds and dried blood. Unfortunately, the cauldron is cracked and full of holes – someone must have stolen the golden fillings that the man from Fernsea used to fix it.

- **Melt your valuables and repair the vessel** – pay 10 **Wealth** and 1 to gain part 3 of the "**Black Cauldron**" status, then make another choice.
- **Try to use the cauldron** (requires part 3 of the "**Black Cauldron**" status) – go to Verse 733.
- **Leave this place** – Exploration ends.

643

Ultan's warriors raze the castle, empty its cellars, and put its vast, empty rooms to the torch. As you watch the fire ravaging the age-old halls, you can't help but wonder whether what you witness now is the end of an era. But what comes next?

Gain part 3 of the "**Final Confrontations**" status and part 7 of the "**Left Behind**" status.

Then, choose one:

- **Loot with them** – roll a die and add your : you gain that much **Wealth**. Then, go to Secret E (**316**).
- **Enter the inner chambers** – *In the chaos like that, the private chambers of Morgaine, normally locked and closely guarded, should be an easy picking.* Go to Secret A (**521**).

651

You explain you have never heard of anyone who raised an army of the dead and lived long enough to see the planned results. Additionally, you always thought that druids were dedicated to helping everything die to live again, not to make this cycle stall and stop forever. Amergin looks at you with a stupid expression and then nods slowly. He agrees he didn't think of it this way. He promises to stop the preparations.

Gain part 2 of the "**Glen Ritual**" status. Each Party member gains 1 **Exp** and 1 **Rep**. Exploration ends.

652

You enter the dark corridors filled with a foul stench. You step over a drowned man in rags, his body bloated and bearing symptoms of the Red Death.

- **Go through the rubble-filled corridor** (each Party member pays 1) – go to Verse 524.
- **Dive into the flooded tunnel** (each Party member pays 2) – go to Verse 692.
- **Leave** – Exploration ends.

665

Attach the Orrin's Resolve card (**180**) to your current Tuathan card and move all Characters there. Exploration ends.

666

It's been too long. You feel your body succumbing to the powers of wyrdness. Your mind is foggy. Your senses play tricks on you. Something seems to be crawling inside your belly, deep under the skin and muscle, as if your organs switch positions.

Crawling on your knees, you look up with desperation only to see a familiar sight. Two rows of ancient statues loom in the clouds of wyrdness – the Valley of Guardians. You've reached the end of Tuathan!

Invigorated by this discovery, you rise and start walking. The statues draw closer. The sky at the end of the valley grows clearer. Then, you notice a dark silhouette in the middle of the vale. Four arms extend from it, each wielding a different weapon. The howling wind tugs at rags and bandages.

You recognize the same Fore-dweller warrior who stalked you for so long in the human world. You hoped that after all that happened your pursuer would give up. Apparently, it didn't. Now, it blocks your only way out of this hellish place. There's no way around it. This will be your final confrontation.

- **Desperate prayer** – *You feel too weak to tackle this horrific enemy. In desperation, you decide to sacrifice everything you have to every god you know. The wyrdness coils around your body. You are reinvigorated.* Each Character discards all their resources, restores all and loses all . Then, make another choice.
- **Drain Magic from the refined soulmass** (discard Secret card **18**) – *You won't need it after this.* Gain 10 **Magic**. Each Party member gains 3 . Then, make another choice.
- **Try to communicate with your pursuer** (only if you **don't have** the "**True Grail**" Secret card (**7**)) – go to Verse 696.
- **Fight** – read on:

Resolve the "**Fore-Dweller**" purple Encounter (Difficulty 4). If you **have** any part of the "**Escalation**" status, this following Encounter gains the following Traits:

part 1 – Each Character can only play up to 3 cards during their Activation.

part 2 – Each Character can only play up to 3 cards during their Activation. Each Character Panics during the whole Encounter, regardless of their .

part 3 – Each Character can only play up to 2 cards during their Activation. Each Character Panics during the whole Encounter, regardless of their .

If you win, each Party member gains 2 **Exp**, then go to Verse 530. Otherwise, Exploration ends – Characters remain on the last revealed Tuathan card and will have to Explore Tuathan again until they gather enough Quest tokens to return to the Valley and win.

692

You dive into the pitch-black water. The swim doesn't take long, but it is a harrowing experience – something slimy brushes against your skin, and the water has a taste of rotten flesh. Finally, you are on the other side. The chamber seems small, with the gigantic cauldron in the center of it.

- If you **have** part 3 of the "**Black Cauldron**" status, go to Verse 733.
- If not, but you **have** part 2 of the "**Black Cauldron**" status, go to Verse 630.
- Otherwise, Exploration ends.

696

Enough senseless bloodshed! You are sure you and this strange hunter could come to terms.

Resolve the special "**Fore-dweller**" blue Encounter on the edge of this Page. Items and Secret cards have no effect in this Encounter

If you lose – Exploration ends. Characters remain on the last revealed Tuathan card and will have to Explore Tuathan again until they gather enough Quest tokens to return to the Valley and win.

If you win – go to Verse 530.

700

Thus, ends your story. From the poverty of your farmhold, you traveled through forests, hills, cities, and courts, across battlefields and sieges, through places of desperation and treachery, and into the realm of the Fore-dwellers.

Although your journey ends, your actions leave an everlasting mark on the history of Avalon.

You have finished the Fall of Avalon Campaign!

- If you **have** part 7 of the "**Final Confrontations**" status, go to Verse 710.
- If you **have** part 8 of the "**Left Behind**" status, go to Verse 725
- Otherwise, go to Verse 720.

701

Thanks to the saving grace of the Allmother, you have prevailed in your journeys. But real travelers rely only on their own strength and wits, and while the Goddess helped you, there were other matters she had to leave unattended...

Suggestion: Destroy or cross out your Save Sheet. Only sagas achieved without any help should be carried over to the next campaigns.

Go to Verse 801.

710

The trust Cuanacht's folk put in their champions eventually paid off. Without the Menhir, the town itself was lost, but its people and traditions lived on and thrived in a new place, safe from wyrdness and its creatures.

If you **have** part 8 of "**Restoring the Order**" status, go to Verse 730.

If you **have** the "**People's Champion**" status, go to Verse 740.

Otherwise, go to Verse 745.

713

You slowly approach the group preparing to charge the Valley. Each knight of the Round Table sits atop their warhorse, followed by a handful of Kamelot's soldiers. As soon as they notice you, Lancelot smiles.

"I knew you would come," he says.

Then, he turns to his comrades and speaks loudly:

"Before us now many of you tremble in the face of such power. Yet six hundred years ago, men and women like us, made of flesh and bone, came here in their wooden ships and did the impossible. Today, I only ask you to do the same.

"Today, we strike at the heart of our enemies. We aim to drive a blade deep into the city, buying our people more time to consolidate and build defenses.

"There will be no way back. Six hundred years ago, Arthur retreated from Tuathan. We will not retreat until the last of us draws a final breath. It will be an end befitting the Round Table."

Knights cheer loudly, and Lancelot turns to you.

"Now, I must bid you farewell," he says in a soft tone. "I know you'd come with us if I asked, but I have to leave this choice to you. We have our duty to the king and the realm. You have your duty to the people of the island. Whatever your choice, you have our utmost respect."

Knights nod to you one by one. They don their helmets; a trumpet rings, its silvery sound echoing between monstrous figures surrounding the Valley. And then, a glittering arrow, a thin line of steel charges into Tuathan, growing smaller and smaller, until it becomes just a silver lining between the darkness of the vale and the boiling sky.

- **Follow the knights** (this ends your Campaign!) – go to Verse 700.
- **Stay** – go to Verse 748.

715

Are you sure? Settling in with your Crude Menhir in your allied city will finish this Campaign.

- **Yes** (requires all Characters) – Gain the "**End of the road**" status. Go to Verse 700.
- **No** – Exploration ends.

720

The town of Cuanacht did not fare well. Its champions performed many brave deeds across the island, yet they never found a way to save their home.

Left to fend for themselves, the people of the farmhold defended their land to the bitter end. When the encroaching wyrdness and rampaging beasts proved too much for them to handle, they made their final stand in the shadow of the Forlorn Swords.

If you **have** part 8 of the "**Restoring the Order**" status, go to Verse 730.

If you **have** the "**People's Champion**" status, go to Verse 740.

Otherwise, go to Verse 745.

725

Cuanacht was erased from history, its buildings claimed by wyrdness and its people annihilated. Soon, no one even remembers this strange name.

If you **have** part 8 of the "**Restoring the Order**" status, go to Verse 730.

If you **have** the "**People's Champion**" status, go to Verse 740.

Otherwise, go to Verse 745.

730

The reformed knights of the Round Table knew they had little hope of stopping the rising power of Tuathan and the coming wyrdness. But they could do something to slow it, hopefully long enough for the people of the island to find shelter. Led by Lancelot, they charged through the Valley of Guardians, a thin line of shining steel and flapping banners, into their final battle – never to be seen again.

Go to Verse 745.

733

The golden veins of the cauldron glow with an inner light. The vessel seems welcoming.

- **Take a healing bath** (discard Secret card **32**) – Any party members with Secret cards **66** may discard them and lose all . Then, Exploration ends.
- **Meditate in front of the artefact**– each Party member gains 2 and loses 2 . Then, Exploration ends.
- **Leave** – Exploration ends.

734

Unlike the whimsical nature of this place, the vision you slumber into feels remarkably tangible. The golden air of this place suddenly feels cold. Your bed of weeds gets unpleasant. You stand. The forest is now in razor-sharp focus. The castle is gray and muted. You walk a hundred paces forward, and soon it is gone.

Remove all Quest tokens from this Location. Attach Location **155** (Forest of Whispers) to its left edge. Move all Characters there. Exploration ends.

737

The winds are favorable today, and the boat is swift. Avalon quickly disappears in the mists behind you, while before you, a gloomy ocean opens its infinite spaces. As your adventure ends, another, even stranger one begins.

Go to Verse 700.

740

With the Round Table out of the picture, the Council of Commons made the most of the chaos enveloping Kamelot. They riled people against the rulers of the castle and took it in a surprise attack. There, they ruled as best they could, replacing the old customs and laws of Homelands with new ones, better suited to this grim, fallen world.

Go to Verse 745.

745

If you **have** the "**Matricide**" status, go to Verse 760.

If you **have** the "**Reclamation**" status, go to Verse 750.

If you **have** fewer than 2 parts of the "**Remnants**" status, go to Verse 750.

Otherwise, go to Verse 755.

748

You are left alone on the border of Tuathan, in dead silence. Your eyes dry, and you know it is time to move on. This may be the end of the Round Table, but this is not the end of your saga.

Gain part 1 of the "**Lost and Fallen**" status. Exploration ends

750

Pale Lady eventually left her dried lake. Sorely disappointed in humans, she realized the full extent of her failings. Six hundred years ago, when she decided to support Arthur in the war against her own kind, she never believed humans would be so petty, short-sighted, and evil.

Traversing the lands ravaged by wyrdness, she arrived on a shimmering beach where Fore-dwellers who no longer wished to exist came for millennia. As she severed the link between her soul and

her body in the first light of the rising sun, her final thought went toward her son: a Fore-dweller prince murdered by his political enemies, exiled to the lower place of existence and reincarnated as a man – a man now trapped beyond life and death.

In her last moment, Pale Lady hoped that unspoken eons would eventually reconnect them in the afterlife.

Go to Verse 760.

753

With a mysterious smile, Morgaine tells you the story of a group of travelers who six hundred years ago followed Arthur into Tuathan and witnessed the creation of his malformed echo of Kamelot. Then and there, something happened even Morgaine does not understand – the essence of these travelers became immortal and bound to Avalon. Since then, the travelers have returned each generation, under different names, and in different bodies. Morgaine claims you are the next embodiment of these essences. Your souls are unlike any other, though their origin and purpose remain a mystery.

You realize Morgaine was not truthful when she promised you answers. In the end, she gave you only a sliver of knowledge and a barrelful of new questions. Still, honor demands you to let her free now.

Exploration ends.

755

When reclaimers eventually reached the lands surrounding the dried-up Mirror Lake, they never expected resistance. They were shocked to discover this place was a home of a fierce, mysterious warrior of their own race who killed many of them in surprise attacks.

Clad in wyrdsteel plate, welding terrifying magic and ancient weapons, Pale Lady conducted a lone war against the incursion of Tuathan, aiding the last pockets of humanity in the process.

When the rulers of Tuathan finally sent one of their high priests to negotiate her surrender, Pale Lady refused to lay down arms and told him the deeds of human champions taught her never to lose hope. Even in these dark days, she was sure humanity would not end with the fall of Avalon.

Go to Verse 760.

756

"A trivial question, and one that you could answer yourself," the fisher king sighs.

Feeling a pang of shame, you're ready to stand up and depart, when he stops you one last time to say:

"You have achieved much. Your tale is the tale of a true hero – a lowborn who rises to the grand quest that transforms them? But being the hero is not all. Come back to me with the right question."

Gain Secret card **90**. Place 1 Quest Token on this Location Card.

Hint: You may find two other cards you require in the other two campaigns: The Last Knight and Age of Legends.

Exploration ends.

If you **have** at least 4 parts of the "**Remnants**" status, go to Verse 765.

If you **don't have** the "**End of the Road**" status, go to Verse 770.

Otherwise, read on:

Your new home resists the wyrdness, bolstered by its battle-hardened defenders and wise leadership. You are revered until your death, and your crude menhir sits proudly in the middle of the settlement – proof humans will always find a way to beat impossible odds. A hope for a better future.

Go to Verse 780.

765

As years passed, wyrdness and Tuathan's offensive claimed back most of the island. However, humanity survived in some isolated pockets, each with its own version of your saga.

Go to Verse 780.

766

Go to Verse 756.

770

As for you, your fate remained a mystery. Centuries later, adventurers and scholars still pursued faint clues, hoping to one day discover what happened to one of the greatest champions Avalon has ever known, and the crude menhir in your possession.

Go to Verse 780.

777

You feel weary and tired. In the months following your departure from Cuanacht, you've chased the Grail, escaped Fore-dwellers, and brushed arms with the highest powers of Avalon. You've changed history and earned an everlasting presence among the sagas of the island. Yet, nothing you did stopped the fall. Perhaps that was to be expected? After all, what could a lowborn from a distant village hope to accomplish that knights, sorcerers, and even Arthur himself couldn't?

Yet, you're not ready to give up. If the fall of Avalon cannot be averted, you can at least make sure its people survive. With the menhirs gone and all major trails cut off by wyrdness, only you can bring hope to forsaken communities throughout the world and lead them to safety.

After all, what good are the sagas if there's no one left to tell them?

CONGRATULATIONS! You've completed your current Chapter! Each Character gains 2 Experience. If there are 2-4 players, gain Secret card **4** and Secret card **42**, if you don't have them yet. Discard all Event cards, including Active Quests. Then, either Save your game or draw a **Chapter 13** Setup card and follow its instructions to begin the next Chapter!

Exploration ends.

780

If you **have** the "**Saved by the Goddess**" status, go to Verse 701.

Otherwise, go to Verse 801.

801

Thank you for playing!

Tainted Grail: The Fall of Avalon Campaign

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We hope you will return to Avalon to experience other parts of this story and discover more endings! **Remember:** this is not how the journey ends; this is just a beginning.

Remember to **keep your Save Sheet!** The Last Knight and Age of Legends Campaigns will read its statuses to import the choices you made throughout the Fall of Avalon.

Go to Verse 1.